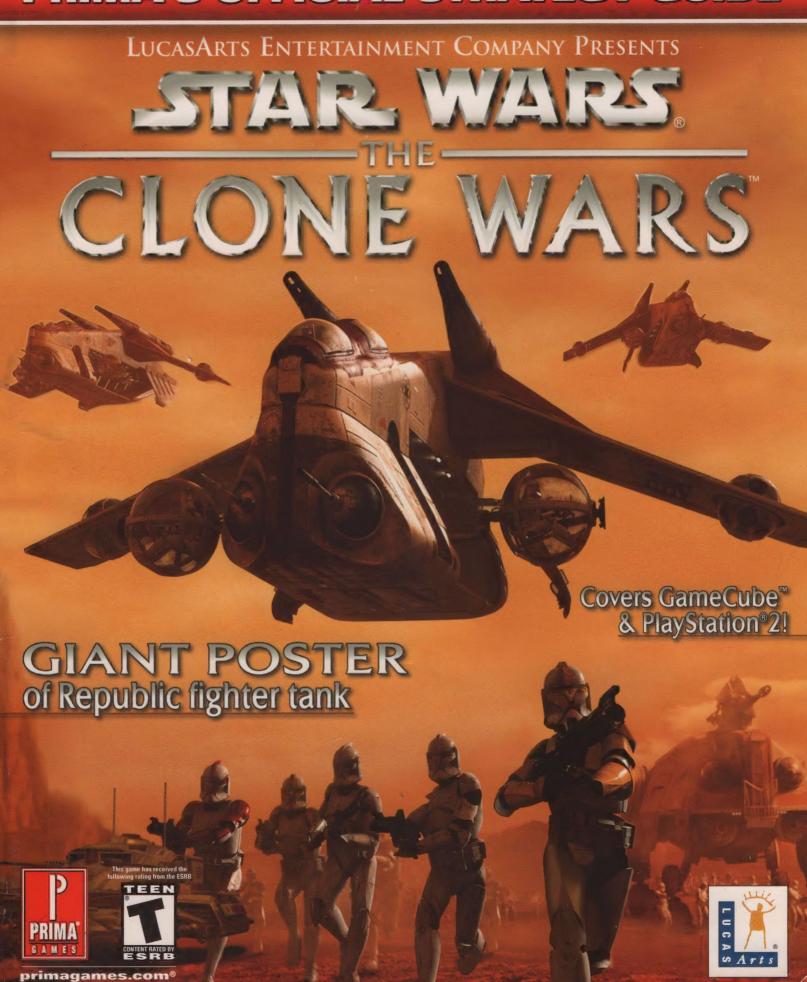
PRIMA'S OFFICIAL STRATEGY GUIDE



Prima's Official Strategy Guide

David S J Hodgson

Prima Games

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ARGOSY Maps by Argosy

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A Long Time Ago, in a Galaxy Far, Far Away...

The galaxy stands on the brink of war. Thousands of star systems, under the leadership of COUNT DOOKU, have seceded from the Republic and formed the Confederacy of Independent Systems.

The Separatist movement has made it impossible for the JEDI KNIGHTS to maintain peace and order in the Galaxy. In response to the growing conflict, the Galactic Senate has commissioned a CLONE ARMY to aid the Jedi.

On the planet Geonosis,
OBI-WAN KENOBI, ANAKIN
SKYWALKER, and PADME
AMIDALA have been
captured by Dooku and
sentenced to death. The
Jedi Council has made
plans for a rescue attempt.
Master MACE WINDU has
enlisted a legion of Jedi
to assist him, and is



Star Wars: The Clone Wars





Mace Windu, at the controls of a Jedi starfighter, begins his descent into the upper atmosphere of Geonosis, a large, pockmarked orange planet surrounded by a thick ring system. Luminara Unduli follows him in.





Mace Windu's contingent is more than a simple scouting party. Dozens of Jedi starfighters cover the surrounding star systems, a huge convoy flanked by two gigantic Republic assault ships.





Mace Windu radios the entire invasion force that they are on final approach to Geonosis. More starfighters stay in a holding pattern around the planet, waiting for the others to descend.





Mace Windu and his trusted companion, Jedi Master Luminara Unduli, will land on the planet's surface to clear a landing area for Republic forces.

Master Luminara suggests transmitter silence.





Luminara Unduli says that landing on the planet in complete silence, without attracting attention, is the only way to prevent Count Dooku from realizing the Republic's plans and executing the prisoners. Mace relays the message to the starfighters as they descend to the surface of Geonosis: "Prepare for battle, and await our signal!" May the Force be with you...



From Padawan to Jedi Master: Initial Combat Training

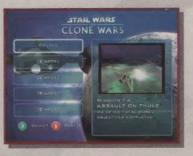


"Begun, The Clone War Has"



Welcome, young Jedi. The fate of the galaxy rests in your hands. This section tells you about the many options in *Star Wars*®: The Clone Wars™, about the craft you will pilot, and about how your combat maneuvers can increase your chances of survival and ultimate victory for the Republic.

Insert a memory card. When the game boots up, enter your name (make it anything you like). You can save up to five games and select any of them when you return. To the right of the game you highlight, you'll see the last campaign mission attempted and the number of bonus objectives completed.





Once you create a game, you appear on the bridge of a Republic assault ship, complete with a crew of clone troopers and an R5 unit. Did you spot the MSE-6 (Mouse) droid scurrying about? From here, select Campaign, Options, or Multiplayer.





Geonosian drones fill the massive arena, clicking their wings in anticipation of a lengthy and bloody sacrifice, while the prisoners are brought to four central pillars.

Game Options



The bottom two options are Reset Options (which changes Game Options to Third Person, On, Off, and Fullscreen), and Back, which returns you to the main bridge of the assault ship.





The Viewpoint screen allows you to change the default viewpoint from Third Person (outside the craft) to First Person (inside the craft). Each viewpoint has benefits and drawbacks, which are discussed later in this section.

The Rumble default setting is On. Your controller vibrates at different levels in response to your speed, the undulation of the scenery, and whether you're taking damage. (The GameCube WaveBird wireless controller doesn't rumble.)





The Crosshair setting has a huge effect in the Campaign and Multiplayer modes. Selecting it turns off your crosshair targets, which isn't recommended for Campaign. If your crosshair targets are off, you aren't sure if you hit an enemy or how much damage the enemy took. In Campaign, select it only if you want a greater challenge. In Multiplayer, it adds extra tension and realism to your one-on-one combat.

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Widescreen



Widescreen on regular television

Display changes the ratio of the screen from 4:3 to 16:9, which works only if you have a widescreen-compatible television. Otherwise, Widescreen appears to elongate the entire screen. You can see enemies on the sides of the screen a little more quickly in Widescreen mode.

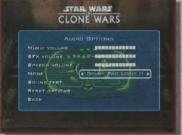
Audio Options



The bottom three options are Sound Test (checks if you have sound in your game), Reset Options (sets Music Volume to 8, SFX Volume to 9, Speech Volume to 9, and Mode to Stereo), and Back (returns you to the main bridge of the assault ship).

Music Volume, SFX Volume, and Speech Volume can be tweaked from Level 1 (silent) to Level 12 (loudest). The default settings are fine. If you're fiddling, keep music and SFX volumes lower than the speech volume so you can hear your teammates.





Mode allows you to change your settings from Stereo (two speakers) to Mono (one channel sounds), Surround (pseudo five-channel), or Dolby Pro Logic II (true multiple-channel surround). Change this if your sound system has these features—especially if you have the Pro Logic system.

Bonuses and Credits

The Bonuses option takes you to a screen for in-game cinemas and previews of other LucasArts games. Bonus Materials unlocks hidden game features and multiplayer levels that depend on achieving bonus objectives in the Campaign. Codes allows you to input cheat codes. Back returns you to the main bridge of the assault ship. Credits shows the names of the people involved in the game as the main Star Wars theme plays.





For more information on the bonuses available in this game, please refer to the Jedi Mind Tricks section at the back of the book. Be forewarned: Some of these codes unlock many of the game's secrets.

Deciding the Fate of the Republic: Campaign Mode



The only other option, aside from challenging friends to a multiplayer duel or other deathmatch type, is to begin the Campaign game. You are shown a hologram representation of the galaxy your assault ship is moving through.

As the galaxy rotates behind the information, study the images that appear. This shows Mission 1. You'll see how many bonus objectives you achieved from previous attempts, a visual representation of the planet you're entering, and the mission and planet names.





Choose which mission to complete (initially there's only one choice, but after you complete a mission, you can go back and replay it as often as you like) and select the difficulty level. Choose from Padawan (easy), Jedi Knight (medium), or Jedi Master (hard). Your mission begins! Refer to the walkthrough for in-game mission strategies.



From Padawan to Jedi Master: Initial Combat Training



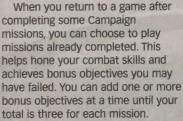


Consider several points when choosing a difficulty setting. First, it doesn't matter which difficulty level you choose if you want to unlock all the game's secrets-you get no extra secrets for completing all the levels as a Jedi Master.

Second, the visuals are the same at all difficulty levels. The number of enemies and friendly craft does not change, but your weapons' strength does. Your weapon strength diminishes and enemy weapons grow more powerful as difficulty increases. A hailfire droid takes one concussion missile to destroy in Padawan mode; in Jedi Master mode, it takes four.



This means you can ignore a bonus objective after you achieve it. Once awarded, it is never taken away. You can retry certain missions to get only one bonus objective, although you must complete the entire mission to add it to your total. It is possible to achieve all three bonus objectives in one attempt in every mission, but you don't have to.







Jedi Knight Obi-Wan Kenobi, Jedi Padawan Anakin Skywalker, and Padmé Amidala are tied to sacrificial pillars. The flapping drone above Anakin secures his chain.

The Clone Wars Control: Maneuvering our Vehicles



You have 10 ways of locomotion (including walking on foot) in the Campaign and Multiplayer modes. Button commands control each machine.

GameCube Control Settings

- Thrust/Steer—controls vehicle movement and turning. The control is pressure-sensitive; the more you push the control, the faster you move.
- Turn left in a circle
- Steer left on the spot
- Reverse right in a circle
- Reverse
- Reverse left in a circle
- Steer right on the spot
- Turn right in a circle

Control pad: Squad orders. Each pad direction issues a different order to the player's teammates.

- Attack player's target.
- Break formation and attack at will.
- Hold at current location.
- Return to formation. Follow player vehicle.
- Primary fire—press to fire your primary weapon.
- Secondary fire—press to fire secondary weapon.



GameCube Control Settings (cont'd)

Special abilities—these abilities vary for different vehicles:

Fighter tank, speederbike, STAP, hailfire droid—turbo Boost

Gunship—composite laser

Walker—plasma shield

Maru beast—energy wave

Jedi-Force push

- Switch between first- and third-person viewpoints (switch camera perspective)
- Z Zoom. Hold Z to remain in zoom view.
- Varies according to vehicle or character controlled:

 Strafe left—tank, speederbike, STAP, AAT, GAT, and maru beast

Turn left-walker turret

Slow gunship to minimum speed

Strafe left—Jedi

R Varies according to vehicle or character controlled:

Strafe right—tank, speederbike, STAP, AAT, GAT, and maru beast

Turn right—walker turret

Accelerate gunship to maximum speed

Strafe right—Jedi

 Camera control—Rotates camera around player vehicle

START Pause/Options

O/D-pad Move up and down/scroll through menus

Select menu option

B Return to previous menu

PlayStation 2 Control Settings

Left Analog Stick Thrust/Steer—controls vehicle movement and turning. The control is pressure sensitive, so the more you push the control, the faster you move.

Left Analog Stick + 🏠 Thrust

Left Analog Stick + 5 Turn left in a circle

Left Analog Stick + ← Steer left on the spot

Left Analog Stick + ✓ Reverse right in a circle

Left Analog Stick + ◆ Reverse

Left Analog Stick + ≥ Reverse left in a circle

PlayStation 2 Control Settings (cont'd)

Left Analog Stick + → Steer right on the spot

Left Analog Stick + 7 Turn right in a circle

Control Pad: Squad orders. Each pad direction issues a different order to the player's teammates.

- Attack player's target
- Break formation and attack at will
- Hold at current location
- Return to formation. Follow player vehicle
- X Primary fire—Press to fire your primary weapon
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- Special abilities—these abilities vary for different vehicles:

Fighter tank, speederbike, STAP, hailfire droid—turbo Boost

Gunship—composite laser

Walker—plasma shield

Maru beast-energy wave

Jedi—Force push

- Switch between first- and third-person viewpoints (switch camera perspective)
- R1 Hold to remain in Zoom view
- Varies according to vehicle or character controlled:

Strafe left—tank, speederbike, STAP, AAT, GAT, and maru beast

Turn right—walker turret

Slow gunship to minimum speed

Strafe left—Jedi

Varies according to vehicle or character controlled:

Strafe right—tank, speederbike, STAP, AAT, GAT, and maru beast

Turn right—walker turret

Accelerate gunship to its maximum speed

Strafe right—Jedi

Right Analog Stick

Camera control—rotates camera around player vehicle

Pause/Options

Left Analog Stick/D-pad

Move up and down/scroll menus

- X Select menu option
- Return to previous menu





Ш

From Padawan to Jedi Master: Initial Combat Training



Preparation for the Campaign



The walkthrough discusses in detail the various vehicles you control, but some maneuvers work well in almost every combat situation. Learn the basics before beginning the journey.

In-Game HUD (Heads Up Display)

These are the visual elements to expect in the Campaign and advice on how to read the instruments. Some of this information only appears at certain times—hence the two HUD examples.

- 1. Special Ability
- 2. Damage Indicator
- 3. Secondary
 Weapons Supply
- 4. Vehicle
- 5. Radar
- 6. Enemy Vehicle
- 7. Enemy Vehicle Reticule
- 8. Large Enemy Damage Indicator
- 9. Enemy Locator





- 10. Squad Orders
- 11. Green Direction Arrow
- 12. Objective Information Point

Special Ability

This data shows you the third ability of your craft, such as the AT-XT walker's shield, the fighter tank's Boost, or the gunship's composite laser. If this bar is empty, the vehicle has no tertiary ability. The bar glows if the ability is fully charged; a dull-colored bar indicates that the ability has been overused and is almost empty. Keep some energy in reserve and use the ability as recommended in the walkthrough.



As the alarm is raised, a platoon of super battle droids arm their lasers and emerge from one of the many arena entrances into a thick firefight.

Damage Indicator

Your initial craft has a shield around it, indicated by a blue glow around the Damage Indicator icon. When you take damage, the shield is removed and you take damage. Back away and avoid enemy fire to halt this damage, or find and pass over a health power-up.

Secondary Weapons Supply

Your craft always has a secondary fire capacity, usually missiles. Use the secondary fire to clear an area quickly or face a larger foe or certain enemies for which this weapon capacity is suitable. Replenish your Secondary Weapons Supply by passing over ammo (or missile) power-ups. (The speeder bike and STAP don't have secondary weapons.)

Vehicle

This shows your actual vehicle in third-person viewpoint mode, where only the front guns (if applicable) are shown. Damage is visible when your damage indicator is low. The position of the vehicle is also recognizable—in this example, the tank is circling to the right. Look at the screenshots during the walkthrough to help you maneuver your vehicle.

Radar

Radar is vitally important, because it shows you where enemies are coming in from, waypoint locations (pulsing white circles), and your teammates' or other friendly troops' locations. Your vehicle is always in the middle of the radar. Friendly troops are smaller green arrows (or larger in the case of troop transports), power-up items are small green blips, and enemies are red blips of varying size. Use the radar in conjunction with the HUD Enemy Locator.





Enemy Vehicles

Enemy Vehicles range in size from the small (STAP) to colossal (Trade Federation landing ship), but are usually around the size of a tank. As soon as enemies come into sensor range, a light red target hovers over them, even behind scenery. Find the red target and you know an enemy is near.

Enemy Vehicle Reticule

When the enemy comes close enough for your vehicle's weapons systems to recognize it, a detailed white Enemy Vehicle Reticule appears over the target, allowing your primary, secondary, and tertiary (if applicable) weapons to lock on to it. You also see your enemy's health rating (the curved color bar). When many enemies crowd the battlefield, keep the one you want to destroy in the middle of the screen.

Large Enemy Damage Indicator

This appears only occasionally, on large enemies or installations that you must destroy. Destroy them at your earliest convenience.

Enemy Locator

This shows where you should turn to find incoming enemies. The arrow appears on the right or left sides of the screen. A green arrow shows the location of a pathway into the mission, rather than an enemy. Use this to find your way or your next target.

Squad Orders

Later in the Campaign, Anakin Skywalker outfits your vehicles with command structures that allow you to give Squad Orders to your wingmen. Attack engages the player's target. Break allows your teammate to act independently. Regroup returns the formation to an arrow shape with you leading. Hold halts the teammate at this point, which is then defended.

Green Direction Arrow

Vitally important to your continuing success, the Green Direction Arrow points in the direction of the next mission-critical goal. Follow it when the immediate area is secure. It shows you where to go.

Objective Information Point

When you achieve an objective, a relay from the main Republic strike force informs you in writing of your next mission objective. Use the Objective Information Point to learn what's expected of you in the immediate future.



In-game Pause Screen

Pausing the game lets you examine your immediate game objectives, the elapsed time for this mission (important if you are attempting a time-sensitive bonus objective), and all the bonus objectives. Pause also gets you a Continue selection, an Options selection (to fiddle with the main game options), a Controls selection (to familiarize yourself with your craft's controls), a



Restart function (to start the mission over), and a Quit option (to abort the mission and return to the assault ship bridge).

In-game Re-energizing and Re-arming: Power-ups



The luminous crates floating in a colored force field are items you can secure during a mission. These are either found dotted around the landscape or are dropped by friendly gunships.

The purple-hued invincibility device makes your craft impervious to shots. After you grab it, hunt down and destroy all nearby enemies immediately. The power lasts only 20 seconds. Back away before then if you're outgunned.





Superblasters effectively triple the strength of your primary weapon, allowing you to hunt down and destroy enemy forces with three times the normal power. This has offensive capabilities, so grab one when your enemies are close by or are heavily armored. Combine it with your secondary attack for monstrous damage.

Cube-shaped health crates are seen throughout the campaign. You need these after a vicious firefight. The round-shaped crates (25 percent health) are available in Mission 1 and Mission 8 of the single-player games and during the multiplayer games. Take them only as you need them. Return to them later in the mission if necessary.



From Padawan to Jedi Master: Initial Combat Training





Blue crates, bristling with missiles, are also known as ammo crates or missile crates. These re-equip your secondary weapon. Search for them because you must keep your missile batteries stocked. But don't pick them up until you run out of secondary ordnance, because the crate returns your total to maximum whether you've fired two missiles or twenty.

Appropriate Ordnance Launching





Hold down the appropriate button and fire your primary weapon at every single enemy, on every occasion. Use of secondary weapons depends on the situation. The walkthrough gives specific examples, but as a rule, save the secondary weapon for larger, tougher enemies. As the second screenshot shows, you can use a secondary weapon to destroy groups of smaller foes (usually STAPs or GATs) by aiming at the middle one. Splash damage takes out others nearby.



You can me your primary, secondary and tertiary weapons constantly if you hulf down the appropriate buttons. This fires your weapons at the testest rates possible. Your limited arome weapons also run outchly of course.



If your craft has special weapons, use them only in the right situations, because they usually have to be recharged for another use or have limited ammunition. The walkthrough details when it is appropriate to fire specifically devastating ordnance. As a rule, fire at anything bigger than you!



A squadron of battle droids with super battle droid support marches on the battlefield.

Vehicle Viewpoints





Choose whether to control your vehicle using a third-person or firstperson perspective. Each viewpoint has advantages and disadvantages. The third-person view shows your craft, allowing you to watch for enemies approaching from the sides and even the rear. You also have a slightly longer view.

First-person view throws you into the thick of the action, allows you to aim a little more easily, and prevents confusing situations—such as when small enemies blast you from immediately in front of you.

Always control your Jedi in the third-person view when on foot or on a speederbike. Maneuvering and combat are much easier.

Dead-on Devastation



Enemies can be struck by primary weapons at extremely long range, before your target locks on to them. This doesn't allow you to deal adequately with the threat, however, so always try to get a lock-on before you fire (especially secondary weapons).



STAR WARS CLONE WARS

That's an Order, Anakin!





Conversely, once you target an enemy and the white target reticule appears, move aroundtoward, away from, or side-toside around the foe-while keeping the enemy in the center of your view. You can move and fire simultaneously, and your shot hits the target as long as it remains locked on.



Barking orders at your teammates isn't necessary in the missions to come, but it helps complete the Campaign more efficiently. The orders system is straightforward. To bring teammates back after another order has been given, tell them to regroup. The attack order unloads double the firepower on a targeted foe, or lets you have your team take one (preferably large) enemy out while you destroy another.

The hold order puts your teammates on patrol in an area while you head onward. Break lets your teammates act independently, sometimes with impressively destructive results. Stay together, however, to give your team the best chance of staying alive.

Sniping for the Republic





A large part of combat—especially for those attempting to emulate the Jedi Masters-involves a war of attrition. If enemies can be zoom-targeted (as shown above), shoot from a distance. This increases your targeting capabilities and allows you to fire off salvos before the enemy comes within range to fire on you. This technique helps keep your hull at maximum strength and helps you take out well-defended enemies.

Fools Rush In





Unless you must flee an area, target the nearest foe and blast it until it is destroyed. Then move on to the next. The fewer the enemies firing on you, the less damage you take. Two enemies with half-fatal damage do twice as much harm to you as one untouched enemy. Boost in and engage haphazardly, and you put yourself, your teammates, and the Republic in peril.

1000

Lightsaber, Camera, Action!



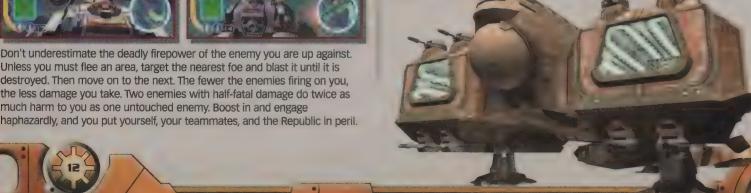


Looking around you isn't usually required in the missions, because you can't target to your sides except in the walker. Use this function to check if you're being stalked by incoming enemies, however, or to judge enemy locations or where they are coming from.

Flying the Unfriendly Skies



When you pilot the Republic attack gunship, slowing your craft down and using all three weapons is crucial. When you slow down and keep decelerating, you take corners quicker. You take more fire, but you also have much more time to target and fire off the craft's phenomenal ordnance.



From Padawan to Jedi Master: Initial Combat Training

Mastering the Art of the Circle-Strafe

















In this sequence, a fighter tank is taking out one of the Separatist's most lethal forces—a homing spider droid. The tank is able to destroy the enemy at close range, without taking damage, because of the circle-strafe.

Start by strafing left and right to move your craft sideways. Now add a turn to the maneuver. Your craft drifts in a circle. Tap your movement controller to keep your craft facing the target. Add firing to the mix, and you have the single most important combat technique in the Campaign.

Master this technique by circling an inanimate object before you try it in the combat zone. Uses for the circle-strafe are endless. You can vary it to turn in an outward circle or execute a figure-eight. Avoid volleys of fire or blast a foe without taking damage to your vehicle. You can even execute this maneuver on foot.



Separatist droids in the thick of battle become confused, especially when Jedi scramble their circuits. Note the cloaked Jedi in the background.

Circle-Strafing Moves (GameCube)



DescriptionWide outward circle-strafe

Button Command*

Notes on Use

Excellent for patrolling around a



DescriptionMedium outward circle-strafe

Button Command*

L++ or R+→

Notes on Use

Excellent for patrolling around a single target



DescriptionTight outward circle-strafe

Button Command L+K or R+Y

Notes on Use

Excellent for blasting enemies surrounding you



Description

Wide inward circle-strafe

Button Command

R+K or L+A

Notes on Use

Good for chasing a moving target

*Remember to add your preferred firing commands into the mix. Mix and match these commands for a series of expert moves.



Circle-Strafing Moves (GameCube) (cont'd)



Description

Medium inward circle-strafe

Button Command*

R++ or L++

Notes on Use

Excellent for continuously targeting a slow-moving target



Description

Tight inward circle-strafe

Button Command®

R+W or L+W

Notes on Use

Excellent for reversing and blasting enemies surrounding you

*Remember to add your preferred firing commands into the mix. Mix and match these commands for a series of expert moves.

Circle-Strafing Moves (PlayStation 2)



Description

Wide outward circle-strafe

Bucton Command

12+K or R2+7

Notes on Use

Excellent for patrolling around a convoy



Description

Medium outward circle-strafe

Button Command*

L2+ ← or R2++

Notes on Use

Excellent for patrolling around a single target



Description

Tight outward circle-strafe

Button Command*

12+ W or R2+ W

Notes on Use

Excellent for blasting enemies surrounding you



Description

Wide inward circle-strafe

Button Command*

R2+K or L2+7

Notes on Use

COCO

Good for chasing a moving target

Circle-Strafing Moves (PlayStation 2) (cont'd)



Description

Medium inward circle-strafe

Button Command*

R2++ or [12]++

Notes on Use

Excellent for continuously targeting a slow-moving target

The second second second

Description

Tight inward circle-strafe

Button Command*

R2+4 or L2+1

Notes on Use

Excellent for reversing and blasting enemies surrounding you

*Add your preferred firing commands. Mix and match these commands for a series of expert moves.

The Fate of the Republic Is in Your Hands!



The briefings are finished. Study this walkthrough, trust your instincts, and defeat the Separatists in this epic galactic battle.

The next section details the available troops, characters, and vehicles that appear in the Campaign, and offers information on how to defeat the enemy craft sent to thwart you.

Then the Campaign begins. The walkthrough covers all 16 missions and is complete with maps (see the map legend below), overviews, and complex strategies..



Good luck. Begun, this Clone War has.



Republic and Separatist Forces





The Galactic Republic and the Confederacy of Independent Systems each have a large number of vehicles, infantry forces, and celebrated characters. Where appropriate, the background of each entity and craft is given, along with its main armaments. The weaknesses of Separatist vehicles and some infantry are pinpointed to assist in combat takedowns.

Galactic Republic Forces

Personnel

Mace Windu (Jedi Master)

Homeworld: Unknown Species: Human Gender: Male Height: 1.88 meters Weapon: Lightsaher Arfiliation: Jedi Council



Mace Windu is a respected Jedi with combat experience and wisdom to match even that of Yoda; he is a senior member of the Jedi High Council. Well schooled in the Jedi philosophy, he knows of the ancient prophecy of the Chosen One who will return balance to the Force.

Diplomatic by nature, Windu prefers words over action. During the rise of the Separatists, he has grown to question these beliefs, even though * he firmly believed that Count Dooku, a former Jedi, could never be behind the flashpoints of escalating violence.

Reports from Jedi Knight Obi-Wan Kenobi have made Windu realize that the time for negotiation has passed. He must lead the clone troopers into battle.

Yoda (Jedi Master)

Homeworld: Linknown Species: Unknown Gender: Male Height: 0.66 meters Weapon: Lightsaber Amiliación: Jedi Courcil



An ancient and revered Jedi Master, Yoda has trained more than eight centuries of Jedi and is a respected senior member of the Jedi Council. serving alongside veterans such as Ki-Adi-Mundi and Mace Windu.

When Jedi Padawans began their training, Yoda guided them. These child Jedi grew up to be among the most famous of the order. The evil Count Dooku was one of Yoda's Padawans.

When the Clone Wars began, Yoda traveled to distant Kamino to gather the clone army. He landed on Geonosis to rescue survivors of a Jedi task force. Acting as general, Yoda oversaw the battle and followed Dooku. hoping to stop his fallen Padawan.

Luminara Unduli

Homeworld: Mual Species: Minalian Gender: Female Height: 1.7 meters Weapon: Lightsaber Affiliation: Jedi Council

Luminara, who hails from Mirial, has dedicated her life to the protection of justice and order. She ascended to the rank of Jedi Master more than 10 years prior to the Clone Wars.

Her quiet disposition and unique lightsaber combat style fool many into thinking that Luminara is a passive Jedi Master. Those who have fought beside her know her as a fierce warrior. When crises demanded it, she and her faithful Padawan, Barriss Offee, used their lightsaber skills to win many battles.

Anakin Skywalker

Homeworld: fatoure Species: Human Gender: Male Height: 1.85 meters

Vehicle: Radon-Ulzer 6201 Podracer.

Weapon: Lightsaber

Affiliacion: Jedi. Boonta Eve Classii

After the liberation of Naboo-during which Anakin piloted a starfighter into the heart of the Trade Federation droid control ship—the Council rescinded its original decision and allowed Obi-Wan Kenobi to take Anakin as his Padawan learner.

Under Obi-Wan's careful guidance, Anakin became a confident, headstrong 20-year-old with an impulsive nature and a flair for adventure. His reckless ways often wore down even Obi-Wan's patience, but the two remained close friends.

After a secret and emotional attachment to Padmé Amidala, Anakin voyaged to Geonosis, where Obi-Wan's investigations had taken him. Separatist forces had captured Kenobi, and Anakin sought to rescue him.

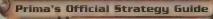
Sneaking into a droid foundry on the planet, Anakin barely escaped the dangerous machines of the assembly line. He and Padmé were captured and joined Kenobi in an execution arena.

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Obi-Wan Kenobi

Homeworld: Unknown
Species: Human
Gender: Male
Height: 1.79 meters
Vehicle: Jedi startighter
Weapon: Lightsaber
Affiliation: Jedi Coupeil

For more than a decade, Obi-Wan has guided young Anakin on the path to Jedi Knighthood. Obi-Wan

recognized Anakin's strengths and weaknesses, and he tried to impart his lessons with the patience and understanding that his mentor, Qui-Gon, did.

Kenobi journeyed to the storm-shrouded world of Kamino. There, he made contact with Prime Minister Lama Su, and the mystery surrounding the planet became even more tangled. The Kaminoans explained that Obi-Wan was expected. A decade previous, the Kaminoans had begun crafting an immense clone army for use by the Republic.

Jedi Master Sifo-Dyas, believed dead at the time, had apparently commissioned the army, cloned from Jango Fett, the mercenary that Obi-Wan discovered had attempted to assassinate Queen Amidala. This resulted in a fierce brawl between Kenobi and Fett.

Ultimately, Jango escaped. Kenobi shadowed Jango to the ringed world of Geonosis until he was discovered pursuing *Slave I*. A dangerous chase ensued through the rocky rings of the red planet, and Kenobi's starfighter suffered light damage from a blistering hail of laser fire. Fett landed, thinking he had lost his pursuer. But Kenobi continued his chase.

Obi-Wan secretly landed on Geonosis and snuck into one of its massive spire complexes. Inside, he found a gathering of Separatists, including the leader of the movement, Count Dooku.

He learned that Dooku was gathering the heads of the commerce guilds and pooling their military resources into one huge army to challenge the Republic. Kenobi returned to his ship to make contact with the Jedi Council. He warned of the impending Separatist action, but his communication was cut short when he was taken captive.

Queen Amidala

Nomeworld: Nation
Species: Haman
Gender: Ferrale
Height: 1.65 meters
Vehicle: Nation Rugal Queen's
Starship, Nation Rugal Cruiser,
Nation yacht
Weapon: Rugal pistol
Arritiation: Balactic Senate

A rising Separatist movement threatened the stability of the Republic, and Amidala was among the few championing a peaceful resolution to the crisis. On the day of the Military Creation Act vote, Amidala's starship was attacked upon arriving at Coruscant. Seven people, including her decoy, Cordé, died in the explosion.

Though some suspected that disgruntled spice miners from the moons of Naboo were the culprits, Amidala believed Count Dooku was behind the attack. In truth, it was an old enemy, Nute Gunray, who had hired bounty hunters to silence Amidala.

At the behest of Supreme Chancellor Palpatine, Amidala was placed under the protection of the Jedi. Anakin was to escort Padmé to Naboo. The reunion rekindled an affectionate friendship that had been interrupted 10 years ago, and it deepened into love.

Shortly thereafter, Anakin and Padmé voyaged to Geonosis to rescue Obi-Wan, who had been captured by Separatist forces. Padmé hoped to use her diplomatic skills to parley with the Separatists, but she and Anakin were captured by the Geonosians.

Placed on trial for espionage, Amidala and Anakin are awaiting execution.

Bera Kazan

Homeworld: Unknown
Species: Hornan
Gender: Female
Height: Unknown
Vehicle: Sarpazian Rose
Weapon: Unknown
Affiliacion: Mercenan

Bera is a notorious smuggler who has run with some of the most heinous criminals in the galaxy. She's also a connoisseur of unusual and rare technological artifacts and amassed quite a collection as her

work took her from one side of the galaxy to the other.

Bera's ship, the *Sarpazian Rose*, is covered with the scars and scorch marks of many close escapes, which speaks to her ability to deliver in a crunch. Recently, she has teamed up with a group of mercenaries under the leadership of a mysterious Cydon Prax, seeking to unearth ancient craft parts in a backward planet known as Raxus Prime.

Ulic Qel-Droma

Homeworld: Albertain
Species: Human
Gender: Male
Height: 1.77 meters
Vehicle: Nebulan Ranger
Weapon: Lightsaber
Affiliation: Jedi Council



One of the most tragic figures in the history of the Jedi Order, Ulic was a respected Jedi Knight nearly 4,000 years before the Clone Wars.

Ulic took on a daring mission to infiltrate the Sith and conquer the dark side from within. The allure of the dark side was too great. During this campaign, known as the Sith War, Ulic aided the Sith in constructing the Dark Reaper, a weapon of mass destruction.

Ulic was captured by the Jedi and stripped of his connection to the Force. Eventually, he was murdered by Hoggon, an admirer of the Jedi.

The Jedi



A noble order of protectors unified by their belief in and observance of the Force, the Jedi harken back to a more civilized, classical time in galactic history.

Republic and Separatist Forces

Their order is ancient, spanning more than a thousand generations. As the Galactic Republic thrived and grew over the centuries, the Jedi came to serve it as guardians of peace and justice.

At their headquarters on Coruscant, the Jedi trained, studied, and planned from the impressive Jedi Temple. They are governed by a High Council of 12 Jedi—most of them Jedi Masters—who contemplate the nature of the Force.

Becoming a Jedi requires the deepest commitment and most serious mind. It is not a venture to be undertaken lightly. Jedi instruction is rigidly structured and codified to enforce discipline and discourage transgression. Only 20 Jedi have ever voluntarily renounced their commissions.

It is with great regret that the Jedi Order recognizes the Lost Twenty. A Jedi who fails in his training can be a very serious threat. The dark side of the Force beckons to the impatient, and students in the past have been lured to its call with devastating consequences.

A prospective Jedi begins training in infancy. All connection to previous family is severed. In this early stage of training, a single master instructs groups, or clans, of Jedi hopefuls. As the Jedi mature, each apprentice is paired with a master to continue the next phase of the training.

According to the Jedi Code, a Jedi Master may have only one Padawan, or apprentice, at a time. Near the end of the apprentice training, each Padawan must undergo trials before ascending to the rank of Knight.

The next level of rank in the Jedi order is the Jedi Master, reserved for those who have shown exceptional devotion and skill in the Force. From the ranks of the Jedi Masters are chosen the High Council, the main interface between the Jedi and the government of the Republic.

The Jedi dress in simple robes and carry specialized field gear for their missions. Their signature weapon, the elegant lightsaber, is deadly in the hands of a trained Master.

The sworn enemies of the Jedi are the Sith—a cultlike order bent on domination through subservience to the Force's dark side. Founded by former Jedi, the Sith have abandoned the precepts of knowledge and defense and instead seek strength through the Force's hateful energies.

Centuries ago, the Jedi destroyed the Sith Order, and believed the Sith extinct. A dangerous complacency set in. Little did they know the order would arise anew and threaten to destroy them in turn.

Wookiee Rebels

The Wookiees hail from Kashyyyk, a world covered in dense forests. They have built numerous sprawling settlements in and around the planet Kashyyyk, including its nearby forest moon.

The trees in this part of the galaxy are so sturdy and large that the Wookiees build their settlements in the upper canopy of the forest, although they venture closer to the ground on occasion.

They appear to be primitive, but Wookiees have an affinity for technology. They can repair complex machinery, such as starships or weaponry, and have developed the bowcaster, a unique projectile weapon. Their capital city of Thikkijana is a key manufacturer of computer elements.

Wookiees stand more than two meters tall and have a lifespan of several hundred years. They possess great strength and keen senses and have the ability to regenerate. They also have retractable claws used for climbing, never fighting.



With the initial wave of battle droids lying in mangled piles on the arena floor, Count Dooku orders reinforcements into the fray.

Republic Vehicles (Piloted during Campaign)

TX-1305 Republic Fighter Tank

Weapons and abilities: Dual medium laser cannons, concussion missiles, repulsor Boost

When the war between the Galactic Republic and the Separatists began, the Jedi foresaw the need for a new ground assault vehicle to bolster their military forces. The Republic army chose the TX-130S fighter tank, a new armored vehicle developed and manufactured by Rothana Heavy Engineering.

The highly advanced combat tank was quickly transformed from a relatively untested prototype to the Republic's primary ground unit.

The TX-130S is a versatile craft capable of filling a number of combat roles, from maintaining defensive perimeters to spearheading hit-and-run attacks. The craft is a near-perfect balance of maneuverability and armor and is a formidable opponent in combat.

While clone troopers pilot unmodified versions of the TX-130S, Jedi often add custom parts and modifications to their tanks. Many Jedi use prototype parts too expensive to be included in the standard production model. Obi-Wan and Anakin Skywalker pilot customized versions of the TX-130S, which were deployed in the Battle of Geonosis.

Republic Attack Gunship

Weapons and abilitles: 3 antipersonnel laser turnets, 4 composite beam laser turnets, 8 light air-to-air rockets, 2 mass-driver missile launchers

Rugged, combat-equipped repulsorcraft, these gunships are designed to rain blistering barrages of laser and rocket fire.

Each winged gunship is covered in weapons capable of air-to-ground and air-to-air support as well as infantry transport. The front of the gunship features cockpit bubbles in which the pilot and copilot (or gunner) sit single file.

Chin-mounted on the craft is a pair of laser cannon turrets. On the gunship's dorsal surface are its primary armaments—two massive rocket launchers fed by rear-mounted missile belts.

The vessel's splayed wings have a pair of automated bubble turrets with composite beam laser weaponry. A second pair of bubble turret cannons extends on articulated arms from the troop cabin, gunner-operated by clone troopers in armored spheres.

Air-to-air rockets are slung on the ventral surface of each wing. Rounding out the gunship's armaments, a single tail cannon provides covering fire for troops and small vehicles leaving the gunship.

A larger variant of the gunship is specially designed to airdrop heavy cargo, such as the Republic's AT-TE combat walkers.

74-Z Speederbike

vanes on twin outriggings.

Weapons and abilities: Laser cannon

The 74-Z speederbike is a single-person repulsorlift conveyance capable of amazing speeds on reconnaissance and patrol. The slim, lightweight bike attains speeds in excess of 500 kilometers per hour. The speeder owes its maneuverability to a quartet of small directional steering

Riders use two shoulder-level handgrips to control elevation and direction; a pair of rocker-pivoted pedals controls acceleration. In front of the speeder's saddle is a panel of toggle switches and knobs to control communications and other vital systems. Slung beneath the speeder's frame is a single laser cannon.

All-Terrain Assault Walker (AT-XT Walker)

Weapons and abilities: Heavy laser cannons, proton mortar, plasma shields

These two-legged assault walkers are faster than their six-legged counterparts and also deliver high firepower and a solid defense. An experimental craft created by Rothana Heavy Engineering and produced at Kuat Drive Yards facilities, the AT-XT did not go into full production during the Clone Wars, as the engineers were constantly revising its design.

Maru Beast

Weapons and abilities: Dual bowcaster (saddle-mounted), energy

bowcaster (saudie-mounted), energy bombs (pouch concealment), seismic pulse emitter

Marus are a bipedal, omnivorous forest creature primarily inhabiting the Kashyyyk Moon system. They feed mostly on small animals and insects along the forest floor, holding their prey with their smaller arms to devour it.

Many wild maru beasts roam the woods in packs of six or more. They are powerful enough to run at speed and carry the weight of a Wookiee. Mounted beasts are used to keep the peace; they are also used on hunting expeditions.

Maru beasts have a seismic pulse emitter. Fitted with dual bowcasters and timed energy bombs, the beasts are capable of destroying enemies as large and well armored as AATs.

Republic Droids and Vehicles

Clone Trooper



The Republic clone trooper represents the future of galactic warfare. Far superior to the battle droid armies, clone troopers form the backbone of the Republic's new military initiative against the forces of the Confederacy of Independent Systems.

The troopers are identical in form, physical prowess, stamina, and mental capacity. The first trooper generations were grown in the cloning facilities of Tipoca City, on the storm-drenched world of Kamino. The clone army apparently was commissioned by Jedi Sifo-Dyas a decade before its introduction on the battlefield.

The original source of genetic material was an extremely skilled bounty hunter named Jango Fett. Using his genetic code as a template, the Kaminoans engineered clones with diminished independence and accelerated growth. The clones are heavily trained in fighting techniques, vehicular skills, and battlefield tactics. They maintain a spark of independent and creative thinking, however, making them far more suited to handle unexpected turns of warfare than droids.

Clone troopers are fully encased in hard white armor, their identical faces concealed behind a T-shaped visor. Color-coded flashes on the armor denote rank: green troopers are sergeants, blue lieutenants, red captains, and yellow commanders. Clones designated for command duty are specifically trained.

R4 Unit

These astromech droids are built into Jedi starfighters to assist the Jedi in missions. The truncated, dome-headed droid serves as onboard astrogator, technician, and communications specialist. The R4 unit prototype was R4-P17, a tradi-



tional R4 unit nearly destroyed in a trash compactor mishap on Gyndine.

While inspecting the Jedi customizations of the Delta-7 designs, Anakin Skywalker found the wrecked droid and rebuilt it. The new R4-P17, sporting an R2-series dome, became the prototype for other integrated droid navigators aboard the Jedi Delta-7 *Aethersprite* starfighters.

R5 Unit

Industrial Automaton cut one corner too many when they produced the R5 addition to their otherwise successful astromech program. In an effort to cash in on the popularity of the line, they developed the R5 as an economical version of the R2, leaving out many of the amenities of the more expensive model.





Republic and Separatist Forces

Such cost-cutting negatively affected the R5 personality matrix, and the droids often developed sullen and acerbic character traits. The product line was a failure. Industrial Automaton attempted to recoup losses by reusing the R5 frame in its R2-AG4 and R4 agromech lines.

Generally, R5 units are used as astromech droids, utility robots for the maintenance and repair of starships and related technology. These small droids are often equipped with a variety of tool-tipped appendages that are stowed in recessed compartments.

Republic Assault Ship

A long-standing rift between the commerce guilds and Kuat Drive Yards was exacerbated when the Neomoidians took control of the Trade Federation, resulting in the deaths

of key Kuati executives.

Distancing itself from the other corporate titans, KDY partnered instead with the Supreme Chancellery, developing such vessels as the Delta-7 starfighter for the Jedi Order.

The secret KDY subsidiary on Rothana crafted the *Acclamator*-class transport ship. Though designated a transport, the vessel carries enough firepower to be a considerable threat without the forces it carries. A dozen quad turbolaser turrets line its surface, supplemented by 24 laser cannons and four missile or torpedo launch tubes.

So effective were the *Acclamator* designs that many leading shipbuilders began incorporating similar concepts into their own fleets. Rendili StarDrive followed a few years later with the development of its historic *Victory*-class Star Destroyer.

The Republic assault ship can carry four dozen AT-TEs, three dozen SPHA-Ts, 320 speederbikes, 80 Republic attack gunships, and 16,000 clone troopers.

Jedi Starfighter

The finished model of the Jedi starfighter was unveiled just a few weeks before the outbreak of the Clone Wars. Project engineer Walex Blissex led a crack team of engineers that developed the Delta-7 Aethersprite starfighter at the Kuat Systems Engineering Facilities.

At a special ceremony at the Kuat Drive Yards, Kuati Senator Risi Lenoan and Jedi representatives Adi Gallia and Aayla Secura officially launched the Delta-7. Earlier models were field-tested by Jedi Master Adi Gallia. Though the standard Delta-7 is too small to carry an onboard hyperdrive and relies on a TransGalMeg Industries booster ring, there exists a small number of advanced models with onboard experimental lightspeed engines.

The ship employs weapons, but most Jedi pilots prefer to rely on their cunning and attunement to the Force to avoid disputes and aggression.

Jedi Convoy Vehicle

These troop transport vehicles are designed to carry infantry units from one location to another. They are heavily armored, very slow, and equipped with two light laser cannons.



Count Dooku's plan to swamp the Jedi warriors and the escaped prisoners with an almost limitless supply of droids pays dividends. The Jedi prepare for battle.

All-Terrain Tactical Enforcer (AT-TE Walker)

An intimidating armored assault vehicle, the All Terrain Tactical Enforcer (AT-TE) makes its debut on the battlefields of Geonosis at the start of the Clone Wars. Specialized Republic drop ships carry the walker craft into the thick of combat and unleash them to crawl toward enemy fortifications.

The walker features six articulated legs that are low to the ground, reducing the walker's top speed but giving it increased stability. The walker's body consists of two armored halves connected by a flexible sleeve that increases its field mobility.

The AT-TE walker front is lined with four ball turret laser cannons, and a single heavy projectile cannon is turret-mounted on the vehicle's dorsal surface. The rear fire arc is protected by a pair of laser cannon turrets. Although the walker's armor easily deflects small arms fire, tank rockets can pierce an AT-TE's armor and destroy its complex propulsion mechanisms.

Self Propelled Heavy Artillery-Turbolaser (SPHA-T Walker)

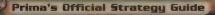
The Self Propelled Heavy
Artillery—Turbolaser is a
mobile assault cannon, an
armored juggernaut with
incredible firepower. It lacks a rot
but the entire vehicle can reposit

incredible firepower. It lacks a rotating turret, but the entire vehicle can reposition itself by means of twelve articulated legs.

Considerably larger than the AT-TE, the

Considerably larger than the AT-TE, the SPHA-T provides long-range surface-to-surface and surface-to-air fire coordinated by a team of clone troopers. A battery of SPHA-Ts shot down the immense Trade Federation Core ships that attempted to escape the first battle of the Clone Wars.





Hulk Compactor

These large airships patrol the surface of Raxus Prime, collecting and transporting scrap vessels that litter the planet. Sienar Fleet Systems deploys these units to assist in collecting, dismantling, and reconditioning obsolete machinery collected from their junkyards. They are equipped with



low-power tractor beams and heavy armor and are very slow.

Wreckage Excavation Vehicle (WEV)

The Wreckage Excavation Vehicle is a large, floating barge equipped with heavy-duty repulsorlifts. It is designed to move heavy cargo from one point to another and is very slow.





Separatist Personnel

Count Dooku

Homeworld: Seremo Species: Homan Gender: Mole Height: 1,93 meters

Vehicle: Бетпева) specier.

Weapon: Lightsaher

Affiliation: Sith, Confederacy of

It was a great blow to the Jedi Order when Count
Dooku voluntarily renounced his commission. Dooku's
ideas were often out of step with those of the Jedi Council, despite the fact
that his former mentor, Yoda, held a lofty position in that governing body.

Count Dooku's challenges often were echoed by his former Padawan, Qui-Gon Jinn, another Jedi who occasionally differed with the Council. Dooku was a political idealist. He felt that the Jedi Order weakened itself by serving a corrupt institution like the Republic. After his departure, he disappeared for years, re-emerging as a political firebrand fanning the flames of rebellion in the galaxy.

In an alarmingly short time, Dooku rallied thousands of systems to his Separatist cause, building a movement that threatened to split the Republic. Flashpoints of violence erupted, kindled by opportunists working in Dooku's name, and it was all the Jedi could do to maintain order.

The Jedi Council refused to believe that Dooku was personally responsible for the worst of the conflicts, believing that his Jedi training elevated him above such acts. But the Jedi didn't realize Dooku's secret. His elegant charisma and well-tabled political arguments were a veneer; the power of the dark side had corrupted Dooku.

After departing the Jedi order, Dooku was seduced to the dark side by Darth Sidious, the Dark Lord of the Sith. In the Sith tradition, Dooku adopted

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the name Darth Tyranus and added deceit and treachery to his already formidable array of weapons.

Cydon Prax

Homeworld: Unknown Species: Upknown

Gender: Male Height: Unknown

Vehicle: *Divadnought*, a modified

repulsorlitt battle tank

Weapon: Modined blaster

Affiliation: Loknown

Cydon Prax is among the most ruthless of Count Dooku's mercenaries and became Dooku's right-hand man after Jango Fett's death. He pilots a battle tank known as *Dreadnought*, modified with special repulsorlifts and thrusters that make the craft extremely maneuverable. The craft's custom weapons system makes it amazingly accurate and deadly for its size.

Dark Acolytes

Lured by the dark side and the charismatic leadership of Count Dooku, these fighter pilots have been promised power and glory in return for their loyalty. They are fanatically devoted to Count Dooku and will give anything, including their

lives, at his command.

Sith Warriors

The Sith are an ancient order of Force practitioners devoted to the dark side and determined to destroy the Jedi, who thought them long extinct.

The current incarnation stems from a rogue Jedi. Two thousand years ago, this Jedi came to believe that the true power of the Force was not accessible through passive contemplation. The full potential,

he believed, could be achieved only by tapping the Force's dark side.

The Jedi Council rejected his belief. The Dark Jedi was cast out, but he eventually gained followers to his new order. The new Sith cult continued to grow, awakening beliefs from the dark past.

Given its promise of power attainable by tapping into hateful energies of the dark side, it was only a matter of time before the order selfdestructed. Internecine struggle by power-hungry Sith practitioners whittled away at the order's numbers.

One Sith had the cunning to survive, however, and the dark side of the Force festers to this day....

Separatist Droids and Vehicles

Ground Turret



Ground turrets are standard laser artillery units deployed against ground vehicles. A battle droid fires medium-strength lasers designed to penetrate the shields of most Republic units.

Republic and Separatist Forces





Destruction tactics: Boost toward them and blast them with your primary weapon.

Tower Laser Turret and Command Turret





These gun towers are heavily armored and tall enough to defend a large perimeter. They are a staple of the Separatist defense and fire twin heavy laser cannons.

Destruction tactics:

Boost toward them, blasting with your primary weapon. If you're aboard a fast-moving vehicle, ignore them.

Plasma Turret



This turret is equipped with the more powerful plasma technology, which is more damaging to armor than laser weaponry. Plasma bolts travel much slower than lasers, however, and are easier to evade.

Destruction tactics:

Accelerate toward them, blasting with any weapon.





Master Yoda arrives with a massive contingent of clone troopers. The first attack wave arrives in gunships, clearing a landing spot with composite laser fire.

Geonosian Drone

An insectoid species divided into castes, the Geonosians are native to the harsh, rocky world of Geonosis. Geonosians construct immense, organic-looking spires within which reside their hive colonies.

The wingless drones work mostly as laborers. The winged aristocrats, which include royal warriors, serve as scouts and provide security to the hive.

All Geonosians have a hard, chitinous exoskeleton, elongated faces, and multijointed limbs, and speak in a clicking language. They manufacture arms for the highest bidders and are not strangers to exotic and advanced forms of weaponry. They employ advanced sonic technology to project discrete globes of concussive energy at their targets.



The Geonosians employ both handheld and turret-mounted versions of their sonic cannons, known as sonic blasters.

Destruction tactics:

Walk toward them and execute a Force push.

Gnasp

Deep beneath the forest floor on Kashyyyk Moon are hives of giant gnasps. These insects have four massive wings protruding from a stumpy thorax, and an elongated body structure that has a vicious spiked tail at one end and a jaw full of fangs at

When angered, gnasps launch globules of a green, spittle-like substance

at intruders. Depending on what the gnasp has eaten, this spittle can be acidic and damaging.

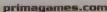


Gnasps are short-tempered, but are angered only when strangers enter their territory. They won't pursue trespassers beyond their area.

Destruction tactics:

From a distance, or while circlestrafing, strike each one in turn with your bowcaster while avoiding the creature's spittle.





STAR WARS

Battle Droid

The budget-minded Trade Federation cut corners in the production of their Baktoid Combat Automata battle droids. These units were rushed into production to meet the Trade Federation's sudden military needs. A mindless soldier is an inexpensive soldier, a laudable trait in the eyes of the Neimoidians.

The cost of thousands of individual droid brains was avoided by relying instead on a Central Control Computer (CCC) housed in a modified Trade Federation battleship.

Command and security droids have some level of autonomy, but all battle droids are subservient to the commands of the CCC.

If a droid loses contact with the control signal, it enters a standby hibernation mode. If deactivated or damaged to considerable degree, a battle droid deactivates the electromagnets holding its joints together. This makes the droid somewhat fragile, but it does prevent the spread of damage and allows the droids to be easily salvaged for repair and reuse.

Motion-capture data from highly trained organic soldiers give the battle droids a flexible array of combat stances, positions, and maneuvers, but

the droids themselves are only as strategically capable as their programmers aboard the Droid Control Ship.



Inside a vehicle, ignore the battle droid. On foot, launch a Force push to tear them apart.



Super Battle Droid

The super battle droid design incorporates many existing components from the standard battle droid, but packages them in a much sturdier shell. The droid's signal receptor and cognitive unit is built into its bulky upper chest. Programmed movement algorithms balance its high center of gravity.

The droid has a built-in weapon, but it can use standard infantry rifles. The armored monogrip hands have built-in signal emitters that trigger a firing mechanism on specialized blaster rifles, allowing the droids to squeeze off shots even though they lack fingers. A super battle droid's strap-on foot tips can be replaced with climbing claws or buoyant pods for exotic terrain.



Destruction tactics:

Inside a vehicle, ignore the super battle droid. On foot, knock them back with a Force push, destroy nearby dwarf spider droids, or throw or swing your lightsaber at them.

Hailfire droid

Tardy customers or unstable investors have reason to fear late payments or loan forfeits to the InterGalactic Banking Clan. Its Collections and Security Division boasts thousands of hailfire droids.

Sequenced magpulse drives situated along the circumference of the droids' hooplike wheels push them along at impressive speeds, and their missile launcher pods give the droids a very long reach. Variants exist to serve different markets.

These droids deliver surface-to-surface and surface-to-air strikes with stacked banks of 30 rocket warheads. Between the bracketing axle arms is a small central body equipped with a single photoreceptor.



Destruction tactics:

Avoid a charging hailfire droid by strafing to one side, targeting the droid and firing at it as it passes, then following it and continuing to fire. One secondary missile helps destroy it.

Owarf Spider Droid

Shorter than a standard battle droid, the dwarf spider droid is much more rugged and packs much more firepower. The Commerce Guild often dispatches these multilegged enforcers into mines owned by guild members negligent about paying their dues.

These small droids, also called burrowing spider droids, enter the mines—which are often used as hiding places—and track down evading operatives. The droid's large infrared photoreceptors can detect most fleeing fugitives.



They also can be fitted with explosive charges that detonate after the droid is attacked, effectively turning them into scuttling bombs.

Destruction tactics: From at least 20 feet away, use a Force push or throw your lightsaber to detonate the droid's explosive charge.

Homing Spider Droid

The Commerce Guild encompasses several leading corporations that acquire, process, and refine raw materials throughout the galaxy. As such, the guild oversees thousands of mines.

To enforce guild membership and policies and to protect guild interests, President Shu Mai approved the use of the homing spider droids. The large, spindly automatons employ advanced sensors and parallax signal tracing dishes to track down targets. Their height allows them to track both ground and air targets. Modular weapon mounts allow them to be fitted with mission-specific ordnance.



Republic and Separatist Forces



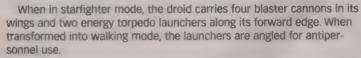


Destruction tactics:

Pepper them with your primary and secondary weapons at extreme range, or move next to them and circle around them, blasting them with laser fire and launching three missiles.

Droid starfighter

The Xi Char cathedral factories of Charros IV manufactured a vast number of precision-engineered droid starfighters for the Trade Federation. Developing advanced technologies is a religion to the Xi Charrians of the Haor Chall order, and the droid starfighter is testament to their devotion.



Concentrated solid-fuel slugs housed in the aft fuel chamber power the droids. These fuels burn rapidly when ignited, giving the droid starfighter incredible bursts of energy but a limited range of operation.

Droid starfighters must operate from a nearby launch base or capital ship. When not deployed, starfighters hang from overhead recharging racks. The Trade Federation jealously guards its innovations, and the droid starfighter is equipped to protect its technology.



Should it lose contact with the droid control ship, the starfighter's self-destruct mechanism prevents the droid from falling into enemy hands.

Destruction tactics:

Ignore them if you're in your gunship or blast them with either laser.

Corporate Alliance Droid (CAD)

CADs are one of the most terrifying sights of the Clone Wars. These dangerous mechanical terrors are deployed by Separatists to take and hold ground. Because of their heavy weaponry and armor, they move slowly but can be nearly impossible to displace once they establish a position.

The CAD's main weapons are its twin gatling laser canons. Its high rate of fire makes this weapon devastating to ground units.

Destruction tectics:

Circle around and behind these droids, because their lasers are damaging. Blast them as they attempt to turn around.







A clone trooper provides cover fire as one of the lead gunships lands, secures as many Jedi as possible—including Jedi Master Mace Windu—and lifts off.

Ground Assault Tank (GAT)

In response to the Republic fighter tank, the Trade Federation constructed these lighter, more mobile hover tanks to protect their artillery and assault tanks in battle. The GAT has dual blaster cannons and proton missiles, and is capable of getting to places where treaded tanks cannot.



Unlike more autonomous units in the Separatists army, the GAT is piloted by a team of specially trained battle droids.

Destruction tactics:

Blast them with your primary weapon, adding a missile if you are attacked by a clustered group.

Single Trooper Aerial Platform (STAP)

The STAP's design draws inspiration from similar civilian vehicles called airhooks. Trade Federation engineers refitted the design with greater performance and reliability. High-voltage energy cells fuel the tiny craft's drive turbines, which afford the STAP impressive maneuverability.

The STAP's greatest weakness is its fragility; also, the pilot rides exposed to enemy fire. Though the craft is very agile, a shot can quickly destroy a STAP or its pilot. The STAP is limited to patrol and mopping-up missions.



Destruction tactics:

Use your primary weapon to take them apart in seconds. A single secondary missile can destroy a group.



Armored Assault Tank (AAT)

Baktoid Armor Workshop's Armored Assault Tank is studded with heavy artillery. Its turret-mounted primary laser cannon has long-range destructive capability and is bracketed by a pair of pylon-mounted secondary laser cannons. A pair of forward-facing short range blaster cannons round out the AAT's energy-weapon complement.

Contained in the forward edge of the tank's armored repulsorlift shroud are six energized shell projectile launchers capable of delivering specialized payloads. The tank contains three separate magazines for warheads: high-energy shells encased in a cocoon of plasma for speed and penetration power, special armor-piercing warheads, and high-explosive bunker-busting shells.

The AAT requires an operating crew of four battle droids—a commander, a pilot, and two gunners. The vehicle has a maximum speed of 55 kilometers per hour.



Destruction tactics:

Stay to the sides or at extreme range, and launch a couple of missiles while continuing to fire. Or circle the AATs at extremely close range, keeping their armaments out of range. Strafe left and right to avoid the main cannon, which cannot accurately aim at moving targets.

Heavy Artillery Gun (HAG)

The Heavy Artillery Gun (HAG), or Mortar Tank, is an AAT variant that fires concussion mortars at long range. It is primarily a siege weapon designed to soften enemy defenses before deploying ground troops. It is very effective against slow-moving units such as the AT-TE, AT-XT, and RTT. The tank is also equipped with twin light laser cannons, although these provide barely adequate defense.



Destruction tactics:

OOR

Stay to the sides or at extreme range and launch a couple of missiles while firing. Or circle the HAG at extremely close range, keeping their armaments out of range. You can also strafe left and right to avoid the main cannon, which cannot accurately aim at moving targets.

Vehicle Armored Carrier (VAC)

VACs are short-range starships that transport vehicles. They primarily serve as a source of reinforcements and allow Separatist commanders to switch vehicles during battle.
VACs also pick up vehicles and move them to a different point on the battlefield.

Their light defenses make

VACs extremely vulnerable to attack, especially by starfighters. They are heavily armored, but their lack of speed makes them easy targets.



Destruction taction:

These cannot be destroyed when you are piloting a ground vehicle. If you're airborne, use lasers and composite lasers to bring one down, switching to secondary missiles while your lasers recharge. They do not fire back.

Trade Federation Multi Utility Transport (MUT)

Manufactured by Baktoid Armor Workshop, the Multi Troop Transport's bold lines and prodigious size recall heavy jungle-dwelling creatures known for charging

their enemy. The MUT follows a similar design strategy. Its heavily armored fore section can withstand great impacts, allowing it to ram an enemy building and unload its carried troops behind enemy lines.

The hydraulically powered deployment rack is detachable and can carry 112 battle droids in stowed configuration. The vehicle's engines create the repulsorlift field required to move so heavy a craft.

In addition to its thick armor, the MUT is protected by four forwarded-mounted antipersonnel blasters. It has a maximum ground speed of 35 kilometers per hour and a flight ceiling of four meters.



Bestruction tactics:

Launch missiles at MUTs while maintaining a steady laser blast until they detonate. These craft are tough to bring down, but do not fight back.



Republic and Separatist Forces



Techno Union Ship

The Techno Union ship is a primitive vessel designed solely for troop deployment and ferry service to and from planet surfaces. It is a product of many of the galaxy's most industrialized worlds, key members of the Techno Union.

Factory planets such as Fondor, Foundry, Mechis III, Telti, and Metalorn churn out cutting-edge technology to a galaxy that has become increasingly reliant on innovations for day-to-day needs. Respected corporations such as Baktoid Armor Workshop, Haor Chall Engineering, Republic Sienar Systems, Kuat Systems Engineering, TaggeCo, BlasTech Industries, and the Corellian Engineering Corporation are all signatories, to some degree, of the Techno Union.

To protect its intellectual properties and technological assets, the Techno Union had been given extensive freedom to maintain its own droid security. Shipyards and research laboratories grew to house huge droid armies, now being funneled to the Separatist cause during the Clone Wars.



Destruction tactics:

Slow your gunship and use your composite laser and primary laser to slice through each ship, switching to missiles while the laser recharges.



The core of a Droid Control Ship is a detachable hangar bay called a Core ship. These hangar bays—a holdover from the freighter configuration—can carry an entire invasion army. One Core ship can carry 550 MUTs, 6,250 AATs, 1,500 troop carriers, 50 C-9979 landing craft and 1,500 droid starfighters.

They lack impressive ordnance, launch very slowly, and discharge troops at a slow but relentless rate.



Destruction tactics:

Supply cover fire to Republic MAC vehicles as they tear these ships apart. Do not move under the ship as it falls back to earth, lest you be destroyed by the devastation that follows.



Launching from the Geonosian arena under heavy fire, the gunship camying Yoda, Mace Windu, and key members of the Jedi Council heads for the main battleground on Geonosis.

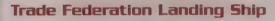
Trade Federation Droid Control Ship

Built around the frame of a Hoersch-Kessel freighter, the droid control ship was modified beyond the other battleships of the Trade Federation. The tall transmission towers tap directly into the ship's main reactor to boost broadcast power.

To compensate, the droid control ship has several additional reactors chained together—a design feature once exploited by Anakin Skywalker's

fortuitous proton torpedo volley. Along the perimeter of the ship are 16 droid signal receivers, which pick up the many thousands of signals sent for processing by the control ship's main computer.

These tremendous computer banks house the Central Control Computer, which keeps the droid army functioning. The droid control ship has a diameter of 3.17 kilometers. A set of Rendili StarDrive proton 2 and proton 12 sublight drives provide the ship's propulsion.





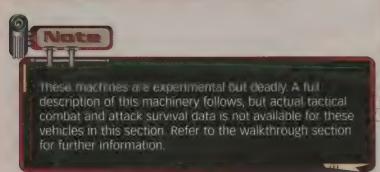
Haor Chall Engineering designed this craft with characteristic Trade Federation efficiency. The specially built C-9979 transport ship can hold heavy armor and legions of troops in its habitable hull.

The landing ship's immense wings are removable for ease of storage and docking. When deployed, powerful tensor field generators bind the wings to the craft and strengthen the vessel's overall structural integrity. Large repulsorlifts keep the landing ship from sagging under its own weight.

In an atmosphere, the landing ship can attain a speed of about 590 kilometers per hour. It carries a total of 28 troop carriers, 114 AATs, and 11 MUTs, and requires a crew of 88 droids. Its armaments comprise two pairs of wing-tip lasers and four turret-mounted cannons.



Separatist Precision Strike Units





The Dark Acolytes pilot specially modified hover tanks equipped with supercharged blaster cannons and two missile bays. Their reinforced armor and extra plating make them formidable opponents one on one, but Dooku insists they always travel together. That makes them triply dangerous.

Protodeka



The Protodeka is a prototype juggernaut manufactured by the Geonosians as a mobile ground siege weapon. It is slow, heavily armored, and has a slow turn rate. It is equipped with massive laser cannons and a lethal new type of homing concussion missile.

These missiles are slower but have a long seek time. They pursue their target to exhaustion. Initial prototypes of the Protodeka were vulnerable to attack from behind and at close range, so Geonosian engineers added a special short-range area-effect seismic pulse weapon that shatters any ground units within its range.

Force Harvester



An ancient power source for the Dark Reaper, left over from the Sith War, the harvester absorbs the Force from every living thing in its range. The Force harvester is the heart of the Dark Reaper's power. Without it, the deadly weapon of mass destruction is ineffective.

Harbinger



The Harbinger is an experimental Separatist starship designed to invade and conquer planets. Its cargo bays house multiple squadrons of tanks and walkers.

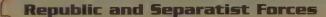
Its defensive weaponry deters attacks on the Harbinger itself. The Harbinger is equipped with multiple ion cannons and a prismatic turbo laser that fires multiple beams simultaneously.

Spectral Guardian

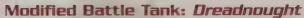


These mysterious creatures of ancient Jedi lore loyally guard the tomb of Ulic Qel-Droma. They are insubstantial beings that can pass through matter and have the ability to create weapons of energy from air.











Cydon Prax is among the most ruthless of Count Dooku's mercenaries and became Dooku's right-hand man after the death of Jango Fett. He pilots the *Dreadnought*, a fighter tank that has been modified with special repulsorlifts and thrusters for extra maneuverability.

The craft's customized weapon system is astonishingly accurate and deadly.



In the distance, five Techno Union ships discharge thousands of troops in an attempt to repulse the Republic forces that are disembarking from assault ships.



A legendary device of mass destruction, the Dark Reaper was created during the great Sith War by the ancient enemies of the Jedi. The power needed to activate the weapon was so great that the Sith created a device to gather the living Force as fuel.

The Sith intended to destroy the Jedi with their new creation, but a fallen Jedi Knight named Ulic Qel-Droma betrayed the Sith and showed the Jedi how to defeat the Reaper. After the Sith War, the remnants of the Reaper were scattered to the far ends of the Galaxy in the hope that it would never be re-assembled.





Mission 1: The Rescue Begins (Geonosis)

ssion Overview

Map Location Display Guide

- Anti-orbital carnon by
- First encounter with hailfire droids
- its unit located
- Ramp to ascend platforms
- Right side of top platform
- R5 unit located
- Outpost
- R5 unit located
- 10 Anti-orbital cannon #3 (mission complete)



Mission Information

Combatants and Fraft

Flor Mace Windu

TX-130S Republic fighter tank

Confr (Section part): on foot

Office (dentity pllot(s): Luminara Unduli

TX-130S Republic fighter tank

Mission Objectives

- 1 Destroy the first anti-orbital cannon.
- 2. Destroy the second anti-orbital cannon.
- Follow Laminara to the third anti-cradul cancon.
- 4. Destroy the power supply of the third anti-orbital cannon.
- Luminara must survive.

0001

Bonus Objectives

- Complete mission in 9 minutes or less.
- Recover three missing R5 units.
- 3. Destroy at least 100 enemies.

Friends and Faes

...

Friignali

Jedi starfighter

R4 unit

Republic gunship

Close trosper

R5 unit

FORM

Turrets

Ground Assault Tank, or GAT

Single Trooper Aerial Platform, or STAP (foe)

Battle droid (on STAP and turret, and infantry)

Hailfire droid

Super battle droid

Dwarf spider droid

Geonosian drone.





Mission 1: The Rescue Begins (Geonosis)







This venture through the burning Geonosian sands is a prelude to the Clone Wars. Your cohort for this mission is Luminara Unduli, a quiet but viciously proficient Jedi Master.

She acts independently but still requires your backup in combat. The primary objective is to destroy the power generators

of three anti-orbital cannons—and anyone who stands in the way of achieving this goal.

Learn side-strafing and the art of the concussion missile and Force push—you're on foot for the last part of this sortie. Missiles are in plentiful supply, so eliminate each enemy before moving to another—and back up your teammate. May the Force be with you.

Mission Launch



Luminara receives the coordinates for the first anti-orbital cannon and races off down a rocky ravine. Follow her, staying in the middle of the ravine.



You encounter two turrets, first on the left, then on the right. Use your blasters to destroy both.



Where the canyon forks is the first anti-orbital cannon. Follow Luminara and check your radar for the location of the cannon's six power supply units. They're indicated by large red blocks. This is Map Location #1.



Luminara warns of an enemy incursion, and her precognition is correct. As you attack the first cannon, enemies stream from both canyon corridors.



The Clone Wars have begunt Giant homing spider droids stride toward the Republic clone troopers, supported by fire from dwarf spider droids and hundreds of infantru.



GATs in pairs and STAPs in groups of three keep coming throughout the cannon demolition. Luminara destroys the cannon, ignoring the enemies.



If you follow Luminara's strategy, you must stave off attacks from both sides while she chips away at the six power supply units. Keep an eye on the radar in the bottom right of your screen to spot incoming enemies, especially STAPs.



A better plan is to Boost toward the cannon and target the power supply unit at the far right. Leaving the destruction entirely to Luminara wastes valuable time and ties you up in combat.



Pepper the power generator with blaster fire and launch three concussion missiles at it. Then strafe left and slam the adjacent power supply unit with the same barrage. Repeat until all six buildings are down.





You use 18 of your 20 missiles for this 10-second destruction spree. Fire the rest at the GATs and STAPs that appear. If you destroy the power supply units quickly, those are the only enemies you face.



Mission objective #1 is achieved!



Turn right from the smoldering cannon and follow Luminara toward two rotating boxes. One recharges your hull strength; the other restocks your missiles.



Directly behind the power-up crates is a turret. Another is on the right wall. Destroy these with blaster fire, then follow Luminara, who's engaging two GATs as the ravine opens into the Geonosis desert.



The Jedi Council trowns on investigating areas not critical to the mission. If you move in a direction not indicated by the green arrow at the top center of your screen, Luminara warns you of your error Continue, and you are forcefully returned to the path



As you make a left turn, three more GATs appear from the hillside to your left. Deal with them, using your blaster and perhaps a couple of missiles.



Follow Luminara into a wider canyon, and her sensors pick up radar signatures of hailfire droids (Map Location #2). These have damaging missiles. Go over the hill at left to gain some altitude.



Combat begins! Luminara takes the level path while you strafe left. Target the hailfire droid with your blaster and a missile as it closes in: keep up the blaster barrage until it explodes.



Meanwhile, more STAPs appear, couple of GATs. Combat is straightforward: Take out the droids first, strafing around them to dodge their missiles.





you or Luminaia launch a concussion missile as soon as you target a STAP The explosion usually destroys all three units at once. Missile crates for resupplying are abundant You needn't



As Luminara advances toward the enemy base, you encounter another few GATs. Destroy them. but avoid hitting Luminara, Follow her into the base.



The first part of one of your bonus objectives is achievable now. Your options: Secure the base first, or quickly obtain your first R5 unit, then drop down to aid Luminara.



When you spot the base and the canyon walls get narrower, check the area's right side for a path ascending to the right of a rocky spire. This is Map Location #3, where you spot a crate of concussion missiles.



Just behind the missile cache is an R5 unit. Pass over it to recover it, then continue down the steep slope to return to the base. If the base still swarms with GATs, Luminara needs your help.



Mission 1: The Rescue Begins (Geonosis)



If you get the droid after taking the base, you can Boost up the sheer rock wall heading from the base toward Map Location #3, and strafe left to flat ground.



Use your tank's Zoom feature to view the base's upper platforms from this vantage point.



Destroy all GATs at the base entrance (there's about three) before venturing inside. Destroy a turret on the left wall.



There are two remaining turrets (both on the right wall) and a few more GATs to destroy. It's more important to keep Luminara alive than to destroy more foes. Stick close to her.



There are turrets and power-ups on the upper platforms of this base. At the far end of the ground level, a ramp leads to them and to health and missile crates. Luminara instructs you to take the platforms to the second cannon, and she'll meet you there.



Luminara is temporarily safe, so now worry about your own safety. Head up the ramp (Map Location #4), turn left and go up a second ramp. Destroy the turret ahead of you.



Almost immediately, a GAT trundles in from the platform diagonally to the left. Attack it but stay in position. Two turrets open fire from the other side of the platform.



Either use your Zoom function and take out the first cannon, or drive over the diagonally placed platform and deliver Jedi justice at close range. Zoom targeting is difficult in this area, because your shots tend to bounce off the platform fence.





Attack the second turret. Hide behind the left building and pop out to strafe. Destroy the GAT heading down from the connecting platform, then ascend to the upper level.



To the left is a turret that you can immediately destroy. Handle the GAT heading toward you with a missile (or two missiles if you have at least 10).



Behind you and down a short ramp is a green power-up floating inside an orb. This gives you around 20 seconds of superior blaster power. Run into the super blaster, then head back up.



Boost to the top of the right side platform (Map Location #5), and deal with the turret you find. Then blast an incoming GAT, and destroy another turret to the right. Now head up the diagonally placed ramp to the left side.



On your way up, Zoom in and spot a GAT on patrol. It can't be targeted immediately because of trajectory problems. Go to the top of the platform and demolish both that GAT and another that appears on a connecting platform.



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Two turrets open fire as you arrive. Take them out. Boost across the connecting platform to blast the nearest turret. Use the right base wall to hide from incoming laser fire.



A bridge leads to the second antiorbital cannon structure. Five spider droids lay down a barrage of fire. Hit one with blaster or missile fire and they all explode as does the platform bridge.



Don't try to Zoom target these droids or the two GATs on the far side of the destroyed bridge—the platform fonce Dlocks your fire. Attack from the near side of the bridge on the right



Run over the ramp created from the buckled bridge, Boosting if you want. Avoid the power-ups as you land. If your piloting skills are poor, your tank falls from this bridge and you have to ascend the platforms again. Keep straight!



Luminara (the green radar target visible during the previous battle) rejoins you from her sub-mission. Tackle both GATs, then blast the cannon's four power supply units (Map Location #6).



GATs continue to appear from the rocky road ahead. Use your remaining missiles to devastate the second cannon, then restock at the power-ups you avoided earlier.



Mission objective #2 is achieved!



Prima's Official Strategy Guide

Boost forward, down the straight path, until a group of STAPs and two GATs advance to attack. Blast them, and listen as Luminara voices concern over the approach of multiple enemy targets. You must be close to the third cannon!



Drop into the valley and tackle the STAPs before turning left to destroy a GAT. Another appears, along with two hailfire droids. Concentrate on the droids first, finishing them off with missiles.



You encounter more GATs and a STAP trio before you take a path to the left, near the center of the canyon. Above, near a natural spire, is another missile power-up. If your supply is low, head for it.



The rest of the opposition's vehicle forces appear. You spot two hailfire droids, plus about four GATs. Take out a droid or two and leave the rest for Luminara.



This diversion allows you to retrieve the second R5 unit lost on Geonosis. Boost to the canyon's left wall and follow it until it slightly widens.



Turn around, and you see a group of carefully balanced rocks (Map Location #7). The R5 unit is trundling around in a small circle in this area. Get it before rejoining Luminara.



Mission 1: The Rescue Begins (Geonosis)



Blast the remaining enemies. Turn your attention to Luminara if she requests it. When the last GAT is charred and smoldering, follow Luminara to the opposition outpost (Map Location #8).



This outpost houses its power generators inside. To destroy them, you must proceed on foot. Mace exits his tank and drops into the outpost. Luminara is safe!



Mission objective #3 is achieved!



You are now on foot, Master Windu! Refer to the Training section of this guide to make sure you are fully competent in the ways of the Force. Once you learn which buttons control your Force push and lightsaber, begin your combat.



The enemy underestimates the power of the Force—to their doom. Two super battle droids and a few battle droids advance toward you. Use the Force push to knock them back just before they reach you.



Rounding the first corner to your left, you spot two more super battle droids and about four battle droids. Again, the easiest way to dispatch them is with the Force push. Don't worry about the laser fire—Mace automatically blocks the shots.



A few more battle droids appear, but the majority of enemies are Geonosian drones.

Wait until they close in, and destroy as many at once as you can with the Force push. Wait for about eight

more to advance.

and repeat.





Pick off a couple of Geonosian stragglers, then prepare to face your first spider droid on foot. These foes do explosive damage to a wide area when they detonate—keep your distance!



Luminara suggests throwing your lightsaber at the spider droid, but your Force push is far more effective. Use it on the super battle droids, then move to midrange (see screenshot) and attempt the Force push again.



The ensuing explosion destroys the troops around the spider droid and doesn't touch you. Advance, sidestepping right around the crates, and execute another Force push on the second spider droid and its companions.



The super battle droids are sometimes immune to the Force push, so execute the attack at close range. Also, there is a health power-up to the right of the first spider droid. Pick it up.



Turn right and pick off about six more Geonosians. Turn right again toward the final, arenalike cargo bay. Three spider droids guard this area, so watch your Force power!





Luminara explains the location of the power supply units for the final anti-orbital cannon. A trio of spider droids and uncountable Geonosians descending from the skies attempt to thwart you.



Advance and execute a Force push on the first spider droid, exploding it. Back up as the Geonosians charge you, and knock them apart with a second push before advancing to the next spider droid.



Geonosians fall constantly from the sky, so take care of the final spider droid, then head for the power supply units (Map Location #10). The Geonosians follow you, but they won't surround you with your back against a wall.



In this final battle, keep an eye open for the final R5 unit (Map Location #9). This unit's path skirts the perimeter boxes and walls of this final outpost section, so its location may vary. Get it to secure the final part of your bonus objective.



Bonus objective #2 is achieved!



You must destroy six power supply units for a successful mission. Regular lightsaber swipes destroy one unit at a time, but a thrown lightsaber—or better yet a Force push—explodes two adjacent modules at once.



Before you destroy the final power unit and end the mission, press Pause and check your Bonus Objectives screen. If "Destroy at Least 100 Enemies" has not turned green, cut down Geonosian drones until it does!



Bonus objective #3 is achieved!



With a final blast of Force power, Mace Windu destroys the final generator and completes this mission. The Jedi may now land without fear. Mace Windu senses desperation in Obi Wan and Anakin. They must head to the landing strip immediately.





Mission objective #4 is achieved!



You can complete this mission in about eight minutes—one minute shorter than the preferred mission completion plan. To shorten your time, use the tank's Boost, launch numerous missiles at all enemies, and keep moving.

Bonus objective #1 is achieved!



Mission 2: Infiltration of the Arena (Geonosis)

dission Overview

Map Location Display Guide

Location Location Number Description

- Hidden turret
- Landing pad
- Enemy incursion
- Enemy incursion ۸
- Enemy incursion ffrom behind)
- Enemy incursion ь (from hehind)
- 7 Entrance to weapons cache
- Tunnel entrance
- Tunnel entrance
- Separatist outpost 10 and arena exit



sion Information

Combatants and Craft

Pilot: Mace Windu

Craft: TX-130S Republic fighter tank

Other friendly pilot(s): Luminara Unduli

Craft: TX-130S Republic fighter tank

Mission Objectives

- 1. Destroy all opposition at the enemy landing pad.
- 2. Defend the landing pad.
- 3. Escort the convoy to the arena.
- 4. Clear the separatist outpost.

Bonus Objectives

- 1. All convoy vehicles must survive.
- 2. Destroy all enemy turrets.
- 3. Find the hidden weapons cache.

Friends and Foes

Friends.

Republic gunship

Jedi convoy vehicle

Foes

Turrets

Ground Assault Tank, or GAT

Single Trooper Aerial Platform, or STAP

Battle droid (on STAPs and turrets)

Hailfire droid

Homing spider droid





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CLONE WARS







This mission has two distinct tasks. First, infiltrate and defend a landing bay by dispatching all enemy Separatist forces and turrets. Stay on the flat upper ground to combat enemy incursions.

Second, escort the Jedi convoy vehicles to the arena. Stay close to the convoy. Keep track of your enemies and attack before they

reach the vehicles. Once the convoy begins moving through the canyon, Boost ahead to clear all enemy placements, but be ready to Boost back should your foes attack from behind.

The outpost falls if you use both your weapons, keep strafing and moving, and target the more dangerous enemies first. Remember to find every turret. One is difficult to find, but destroying them all achieves a bonus objective.

Mission Launch



Luminara plans to destroy all the turrets while you take care of the Separatist units. This plan won't hinder bonus objective #2.



Ahead are three turrets. Boost past Luminara to demolish the

nearest one. Your targeting display shows the enemy landing pad, although it isn't visible yet.



A group of STAPs attacks from the left. Demolish them as Luminara advances. When you reach the third turret ahead, you spot two more. Destroy more STAPs as they appear.





Moving down to ground level, the incoming clone troopers must deal with a variety of menacing droids, including the vicious dwarf spider droids.



Engage another two turrets between the natural rocky spires of Geonosis. The enemy landing pad is up the slope and to the right; STAPs approach from the left, right, and rear.



The air is thick with laser fire. Slam a couple of concussion missiles home to explode multiple STAPs. When the battle settles, make sure you've destroyed eight turrets in this initial sweep.



Now you need only secure the landing pad. Find and destroy a ninth turret behind a rock outcropping left of the combat field (Map Location #1). Luminara missed this turret, and it is vital to your bonus objective.



Ascend the slope and engage four GATs to capture the landing pad (Map Location #2). The flat pad means that circle-strafing is a necessity, and don't be conservative with your missiles!



Dispatch two more turrets clamped to the pad for a running total of 11. Destroy them, along with any STAP stragglers, and the landing pad is secure. The Jedi can land.



Mission objective #1 is achieved!



Mission 2: Infiltration of the Arena (Geonosis)



A Republic gunship flies over the brow of a nearby mountain and drops a Jedi convoy vehicle on the landing pad. You and Luminara must protect this and two other convoy vehicles. If your enemies destroy all three, all hope is lost—and so is this mission.



The gunship also drops health and missile power-up crates. Luminara suggests restocking armaments, but wait until you run out of missiles and hull strength before breaking into the crates.



Head to the landing pad. Just right of where the gunship landed, two GATs move toward you (Map Location #3). Boost toward them and take them out before they fire on the convoy.



Two more GATs appear from the central path and head toward the landing pad. Don't let them fire on the convoy vessel!

Another gunship appears in the distance, bearing a second Jedi convoy vehicle.



Two more GATs from the initial enemy incursion area (Map Location #3) appear. Take them out just as the second gunship drops its Jedi cargo, and prepare for combat.



The enemy swarms you! More GATs and a hailfire droid appear from the right of the mountain. Destroy them, using generous numbers of concussion missiles. Don't allow that hailfire droid anywhere near your convoy.



A third gunship drops a final convoy vehicle, and two more GATs and another hailfire droid immediately assault the pad.
Attack them near the power-ups.



Although the ledi convoy is hovering, your lighter tank is too tall to pass beneath the vehicles. Always move around the convoy, and don't fire through the convoy to hit an enemy Move until you have a clear line of sight.



Enemies appear from the rocks at left (Map Location #4). Attack the hailfire droid, then defend the convoy. Two more hailfire droids and GATs appear ahead of you and to the right.



Pick up a missile crate, because a gunship has delivered more supplies. Obliterate the enemy from the landing pad, aiming first for those attacking the convoy.



A final group of enemies (a hailfire droid and two GATs) come in from Map Location #4. Use missiles on this final wave, then restock from the second batch of dropped crates. You've secured the area. The convoy can begin its journey to the arena.



Mission objective #2 is achieved!



As soon as the area is secure, start toward the arena, leaving Luminara and the convoy behind. Take the ramp from which the first wave of enemies approached the landing pad (Map Location #3).

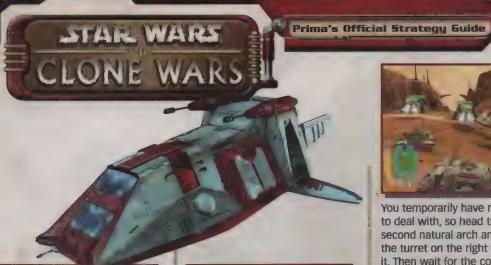


Boost down the long, winding canyon, destroying groups of enemies before they can spot the convoy.



At the bottom of the slope, head left and take out two GATs approaching from a narrow corridor. Turn right and shoot the turret in the wall.





Almost immediately, a second turret opens fire from the left canyon wall. Destroy it with your blaster, then turn immediately right and aim for the next turret. The convoy hasn't appeared yet.



Boost along the canyon floor, toward another turret. Shoot it out of its wall mounting, then turn right and line up the turret on the right side. It's partly hidden behind a rock.



With these two turrets eliminated. Boost toward a natural rock archway. Just before the arch, blast another turret. Boost on through, and take apart two turrets on the left.



You have time to attack another turret on the right wall before Separatist forces approach. Use missiles to destroy the hailfire droid, then finish off the two GATs behind it.



If you clear the area in good time, you can Boost ahead and destroy a turret before Luminara summons you back to the mission area. You can't proceed forward until the convoy catches up.



Better yet, return to the convoy, which has entered the canyon. As you approach, spot a couple of attacking GATs (Map Location #5). Destroy them before they get to the rear convoy vehicle.



You temporarily have no enemies to deal with, so head to the second natural arch and take out the turret on the right wall behind it. Then wait for the convoy.



Luminara's sensors are picking up anomalous readings. She and Mace Windu climb out of their tanks to inspect the canyon ahead. A new foe awaits—homing spider droids, which pack a vicious laser attack.



When Luminara and Mace return to their tanks, strafe to the right around the rocks and prepare for both evasive and combat maneuvers. The convoy is at risk if you don't immediately take out the three homing spider droids.



The droids' laser cannon is quick and devastating. Target the nearest droid, fire a blaster barrage at it, and slam it with at least two missiles. It usually takes three missiles to destroy.



Bombard the remaining droids with missiles and blaster fire. Circle-strafe from close range so their lasers can't lock onto you. You might use all your remaining missiles in this intense engagement.



The convoy moves again, giving you little time to grab the health, missile crates, and superblaster in the rocky alcove to the right of the smoldering droids. Take these, then blast the right wall turret around the corner.



Boost forward a little, then turn sharply left and attack the turret on the left wall. Destroy the turret on the right, to the left of a rock pile. Now hasten down the canyon.



Attack another turret on your right, then one on the left, near a clump of rocks. You're nearing the Separatist outpost, but more challenges await you in the canvon.



Mission 2: Infiltration of the Arena (Geonosis)



Tear apart the hailfire droid and its GAT escort, then double back to the convoy. Four enemy GATs attack the convoy from the rear again, from Map Location #6.



Race to the front of the convoy to tackle a second hailfire droid and any GATs that remain in the area. Train all available ordnance on a pair of homing spider droids. These can make short work of the convoy, so circle-strafe and smash them with missiles at close range.



When you finish the droids, wait for the Jedi convoy vehicles to catch up to you. When they arrive and Mace talks about the arena nearby, the third objective is achieved. If all three convoy units survive, bonus objective #1 is achieved as well.



Mission objective #3 is achieved!



Bonus objective #1 is achieved!



While you wait for the convoy, find a side entrance ahead of the natural archway on the canyon's right wall (Map Location #7). It is partly hidden by a large semicircle of fallen rock.



Round the corner to the left. Pick up the hidden weapons cache, which contains a health power-up, more missiles, and invincibility. Boost back to the main canyon.



Bonus objective #3 is achieved!





Head underneath the archway and begin your attack on the Separatist outpost. All enemies are to the right, so don't worry about an ambush. Starting on the right side of the outpost, take care of the two turrets.



With your blasters, cut through a single homing spider droid to the left of the outpost. Mop up the final three turrets. You've almost completed this mission.



GATs stream in constantly from two tunnel entrances (Map Locations #8 and #9) to the right of the outpost, opposite the walled canyon area leading to the arena (Map Location #10). Head toward these two caverns.



Ignore the GATs that appear from the two holes. Launch missiles and blaster fire at the two entrances until both explode. If you need

more health or missiles, take them from the power-ups to the left.





Bonus objective #2 is achieved!



The only task remaining is for you to mop up the remaining GATs. The Jedi convoy then moves to the arena entrance (Map Location #10). Mace, Luminara, and the other Jedi disembark and head into the arena to help the imprisoned Obi-Wan and Anakin.



Mission objective #4 is achieved!



STAR WARS CLONE WARS

Mission 3: The Battle of Geonosis (Geonosis)

Mission Overview

Vap Lucation Display Guide

- Attack gunship (on ground)
- final techno Usion ship (arena 1)
- Final Techno Union ship (arena 2)
- Ground turrets in canyon .
- Final Techno Union ship (arena 3)
- Ridge to next Core ship arena
- Ridge to final Core ship arena
- Sandy knoll
- AATs appear
- io Battle against Dark Acolytes



Combatants and Craft

That: Mace Windu

unit on foot

dia film and paid: Republic gunship

(In all (Includence): TX-130S Republic fighter tank

Mission Objectives

- Fight your way to the gunship.
- Destroy all the Techno Union ships.
- Defend the Mobile Assault Cannons.
- Defeat the Dark Acolytes.

Bonus Objectives

- Destroy all canyon wall turrets.
- Be sure all Mobile Assault Cannons survive.
- Complete the mission in less than 10 minutes.

Friends and Foes

Friends

Republic gunship

Clone trooper

All-Terrain Tactical Enforcer, or AT-TE walker

Clone special commando unit

Republic assault starship

Mobile Assault Cannon, or MAC

Self-Propelled Heavy Artillery-Turbolaser, or SPHA-T walker

Battle droid (on infantry and

Super battle droid

Armored Assault Tank, or AAT

Hailfire droid

Homing spider droid

Dwarf spider droid

Techno Union ship

Droid starfighter

Ground Assault Tanks, or GAT

Dark Acolytes

(inside Sith Enforcers)

Sith Enforcers



Mission 3: The Battle of Geonosis (Geonosis)







This mission involves a series of complex objectives. Master Windu starts the mission in the thick of an arena battle. Find the powerful gunship, then climb aboard and use its awesome trio of weapons to destroy Techno Union ships before they launch.

Ignore ground attacks, focusing only on wall turrets. Once the final

Techno Union ship is destroyed, you consecutively enter three more crowded arenas and provide fire support to MAC units attempting to destroy the Separatists' Core ships.

Keep an eye on your radar. Knowing where the enemy is attacking from is the key to success.

A frantic fracas with three Sith Enforcers, piloted by Count Dooku's personal bodyguards, is a fitting end to an epic mission.

Mission Launch





A battle rages on the sand of a massive arena. Platoons of clone trooper warriors join Jedi from the convoy against countless battle droids and their tank support, deposited from a Techno Union ship.





Hailfire droids and homing spider droids join the fray. The battle seems hopeless for the Republic until gunships descend, dropping off hulking SPHA-T walkers under fire support from clone troopers.



As the battle droids continue their charge toward the Republic assault ships, hailfire droids move into a barrage of attacks from swooping Republic attack gunships.





Clone trooper command has five special commando squads ready for Mace Windu. Mace wants to slow the enemy's retreat by destroying all the Techno Union ships before they take off.



You start in the thick of battle, surrounded by laser fire. Quickly get to the gunship ahead of you in the distance (Map Location #1).



Wade through the first squad of battle droids until you pass two clone troopers laying down cover fire for you. Watch for the spider droid, and destroy it with a Force push or thrown lightsaber.



Stay to the left of a shallow sand hill. Destroy the second spider droid patrolling the area or ignore it. At the gunship, the clone trooper pilot tells you that a Techno Union ship has already taken off.



Mission objective #1 is achieved!



CLONE WARS





When you gain control of the gunship, use its composite beam laser and head for the nearest Techno Union craft—ahead and to the right. Lock on, slow down, and unleash both the beam lasers and regular laser fire.



Blast the ship with your composite laser until it falls to the ground. You've no time to lose—three more Techno Union ships are launching.



Accelerate and turn left. Aim your composite laser at the second ship and cut through it with ease, using regular laser fire to hasten the destruction. Now turn, and spot a Republic assault starship in the distance.



Turn right, slow down, and use composite laser energy to cut through a third Techno Union ship. Then head straight to the fourth and final ship in this arena (Map Location #2).



Blast the final craft out of the sky and listen as the clone trooper pilot tells you about more Techno Union ships in the next valley. Ignore the ground targets and reverse your gunship.



The green directional arrow guides you to a huge canyon on the arena's far side. Ignore the droid starfighters attacking from the sky. Accelerate into the valley.



Either ignore the homing spider droid or obliterate it with a fully charged composite laser blast. Slow down, then target and destroy (with regular lasers) the first turret on the left side of the canyon wall.



Turn your craft and strafe the left wall with more laser fire until you connect with another left wall turret. Then fly beneath the natural rock archway and aim at a right wall turret. Don't waste time with ground combat.



Swoop down the canyon and destroy a wall turret on the left wall and another behind a huge pointed rock on the far side of a broken rock archway. Then turn your craft right and blast a right wall turret.



Higher up the right wall is another turret. Take it apart, head over the rock archway, and destroy another right wall turret. Then swing back to take out a left wall turret halfway down the canyon wall.



Fly under a final archway, and target and destroy another right wall turret. Take out another left wall turret as the canyon widens, then fly left into a second arena.



As you enter, look for a wall turret in the massive rock mound. Tear this turret apart before aiming your composite lasers at the first Techno Union ship.



Turn left and work your way clockwise around the arena, ignoring the massive Core ship in the middle. A second Techno Union ship is in the area near the core craft. Unleash the gunship's laser weapons on this enemy.



Mission 3: The Battle of Geonosis (Geonosis)



Down two ships, then pass over three turrets on the ground. You can destroy these, preferably with the remaining composite laser power, but they don't affect achievement of bonus objective #1.



Quickly move to the next Techno Union ship and blast it out of its landing bay. If your composite laser is recharging, fire the gunship's missiles into the enemy hull. It topples in a spectacular explosion.





Turn and blast the final Techno Union ship (Map Location #3). Just beyond it, destroy three more turrets—a missile fired at one usually does the trick. Deal with the turrets after destroying the ships.



The clone trooper pilot indicates that Techno Union ships are attempting to depart from other arenas on Geonosis. Check your green directional arrow and head for the canyon exit.



As you exit, two red targets appear. The left one is a wall turret—vital for a bonus objective. Shoot it down with regular laser fire and pass between the gap in the broken archway.



Corner right, then slow down to target and destroy the next wall turret, ahead of the next rock archway. Fly under or over the archway and destroy another turret on the right canyon wall.



Swing left and demolish a left wall turret. Fly over the pitched battle below; ignore the enemies on the ground. Fly over another rock archway and obliterate a right wall turret.



Slow down as you swing left to face down the canyon and take out a right wall turret, then destroy the left wall turret. Fly over the archways, again ignoring the battle below.



Once over the archway, aim at a right wall turret and a second one on the right wall. Ignore the droid starfighters that may fly around you.

Concentrate your fire on the left wall turret around the rocky bend.



Switch back with a sharp right turn and tackle another right wall turret, then aim at the two turrets on the ground (Map Location #4). Destroy both, then continue down the canyon.



If you miss a wall turret, turn around, accelerate to avoid enemy fire, and head back up the canyon spin around and try again. This costs you time:



se up and destroy a left wall turret, then swing around and demolish another on the right wall. Head for the next rock archway and fly over over it, peppering another left wall turret with laser fire.

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STAR WARS



Turn right as the canyon snakes right and take out another left wall turret. You emerge at last from this gauntlet run. Ahead is another arena, where more Techno Union ships prepare to take off.



If you destroy all the canyon's wall turrets, you achieve bonus objective #1. If you missed one (usually the one on the rocky mound in the second arena), you fall short. Pause and check the menu.



Bonus objective #1 is achieved!



Swing your gunship to the right and use the composite laser to blast the first Techno Union ship. Ignore the droid starfighters and concentrate your fire on the enemy ship.



A second Techno Union ship is opposite the first. Swing around, behind the gigantic Core ship, and quickly take it out. This ship usually takes off first, so ignore the ground units until you destroy it.



If your composite laser is recharging, fire missiles and regular lasers at the third and final Techno Union ship. It's behind a rock spike, adjacent to the second ship (Map Location #5).



Mission objective #2 is achieved!





Mace's gunship lands to the side of the third arena and deposits the Jedi near a clone trooper. The trooper tells Mace that Master Yoda sends word that the massive Core ships are filled with droid armies and must be destroyed.

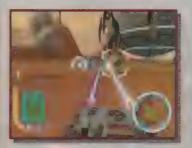




MACs attack the Core ships, but they need protection from Separatist ground attacks. Each Core ship holds enough battle droids to wipe out a planet—allow none to escape.



When Mace gets control of his fighter tank, Boost forward and aim slightly right between the two MACs. You spot a homing spider droid launching its laser at the right MAC. Unleash concussion missiles and laser fire at once.



Destroy the droid, then take care of the ground turret and a second turret behind it near a group of GATs and a friendly SHPA-T walker. Note the health and missile power-ups, but don't use them until you're almost out of both.



The two GATs are closest to the left MAC, so destroy them, then turn and launch missiles at a hailfire droid that screams into view.





Mission 3: The Battle of Geonosis (Geonosis)



Boost out of the crisscrossing laser fire and find an AAT firing its laser cannons—this does terrible damage to MACs. Prepare for another couple of

hailfire droids and a second AAT in this combat zone. Use those missiles!



Two more GATs appear from the hill to the arena's left side. Destroy them and mop up any stragglers. Patrol the two nearest MACs; use your radar to check for more enemies. A hailfire droid may make an appearance.



The ascending Core ship is critically damaged by the MACstwo on your side of the arena and a third MAC on the far side, untouched by enemy fire. Five seconds later, the Core ship descends.



The Core ship explodes with great force when it falls to the arena floor Stay back or the explosion destroys you. If you're aiming for a fast completion time, head for the arena's far side when the Core ship starts to fall



Sensors indicate a second Core ship over the ridge (Map Location #6). Wait for the green directional arrow to appear, then move through the thick dust toward this location. Use your Boost and destroy the ground turret over the second rise near a missile crate.



Leave the crate now, but remember to take it in the next battle. Head over the ridge (Map Location #7), turn right, and go down into the second arena. As you go, tear apart a ground turret with laser fire.



Quickly swing around, Boost through your clone troopers and aim at a second ground turret behind the first MAC. Pass behind the first MAC-there's another missile crate for later use.



Tackle the two homing spider droids that blast the MACs in the middle of this zone. Fire three to four missiles and lasers at the first spider droid until it explodes. Repeat for the second.



Now head to the arena's far side, and plug another ground turret with laser fire. Turn left and attack two hailfire droids. If you coax them to fire at you, the MACs survive. Blast the droids with missiles and lasers.

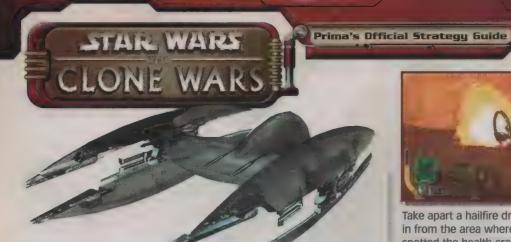


The instant you finish off the second hailfire droid, pump four missiles into a homing spider droid. Then take out another ground turret near the far arena exit.



Turn left and head toward the back of the arena. Use a pair of health and missile crates there if necessary. Take care of the turret firing green energy blasts your way. Now turn left.





Two more hailfire droids approach from the far arena exit and attack the left MAC. Deal with these droids immediately, then use your radar to locate two more hailfire droids attacking the first MAC.



Return to the arena's far side to destroy those hailfire droids. The clone trooper tells you the Core ship is about to explode. Take out two more hailfire droids in the far arena area as the Core ship goes critical.



A final Core ship attempts to take off. Boost down the far canyon, immediately shooting out two turrets. Take the missile crate and continue shooting ground turrets-a third, fourth, and fifth.



A sixth turret is on a small knoll (Map Location #8) next to another missile crate. The battle to come is intense. Stay close to your MACs to defend them-all must survive to achieve your bonus objective!



Quickly check the health power-up near the large rock to the right of the fighting. Then Boost in and launch missiles at a homing spider droid. When it's defeated, turn left and repeat the attack pattern on a second droid.



Circle-strafe around a third spider droid, blasting it with missiles, and do the same to a fourth. Immediately turn and head back toward the canyon. A group of AATs are incoming (from Map Location #9).



Take apart a hailfire droid moving in from the area where you spotted the health crate, then turn right and keep the AATs from further damaging your MAC. You must take out all three AATs.



A clone trooper informs you that the final Core ship is unstable. Boost to the large rock at the arena's far side to take care of two more homing spider droids. When this happens, the Core ship descends to its doom. If no MACs were destroyed, you achieve a bonus objective.



Mission objective #3 is achieved!



Bonus objective #2 is

achieved!

known coordinates and heads off to find them. Three Sith Enforcer tanks wait for Mace, piloted by Dark Acolytes—Dooku's personal bodyguards. "Our Master told us you would come," they murmur, powering up their lasers.

Mace punches up the trio's last





As the Core ship slips from the sky, the enemy is in full retreat. Mace asks the clone trooper to inform Yoda of this decisive victory. But Yoda, Anakin, and Obi-Wan pursued Dooku into the Separatists' hangar, and their whereabouts are unknown.







Mission 3: The Battle of Geonosis (Geonosis)



Boss Battle Launch!

Boss battle #1: Dark Acolytes

Threat level: Medium





You appear in an enclosed arena (Map Location #10). Swerve around the spiked rocks, picking off the three Dark Acolytes before they turn your tank to dust. Combat is swift, brutal, and full of blaster fire.



Charge forward and whittle down a Dark Acolyte's Sith Enforcer. Stay at midrange and use all your available ordnance in a relentless barrage of blaster and missile fire.



The targeted Sith Enforcer breaks away from the pack.

You can now shrug off more laser fire and blast a single target quickly and effectively. Keep moving, circle-strafing around the enemy until it is destroyed.



Check your health and missile levels. You're low on missiles, so Boost to the arena's far end and claim the missile crate and superblasters. Swing your craft around, and hunt down the next Acolyte.



Blast the second Sith Enforcer, backing away from its fire. Retreat to the initial arena area to claim the health power-up. Stick with one craft, destroying it before moving to the next.



Hide behind the numerous rock stalagmites in the area, popping out to unleash a barrage of attacks before sidestrating back to cover Weave left and right to avoid fire.



Sith Enforcers don't fire as quickly when you're attacking from behind a stalagmite, so use this cover if you run out of missiles. Continue to hammer your Dark Acolyte foe with blaster and missile fire until he yields. Most impressive, Master Windu!



You can achieve bonus objective #3 if you run directly to your gunship, shoot only wall turrets and other necessary foes, and move to the far sides of the arenas just before the Core ships explode.



Bonus objective #3 is achieved!





A Republic gunship appears after Mace defeats the final Sith Enforcer. The clone trooper informs Master Windu that the Republic has taken the planet. The battle is ours! The wise Windu remarks that the war has just begun....



CLONE WARS

Mission 4: The Evacuation of Rhen Var (Rhen Var)

Mission Overview

Map Location Display Guide

Lucation Location Number Description

- Bravo base landing pad
- 2 Republic outpost
- 3 Filtration plant
- 4 Convoy location
- 5 VAC andrig spa.
- 6 VAC landing spot
- 7 验 情報的
- 8 VAT LEGING SUSA
- 9 Will anding spor
- Trade Federation landing ship landing spot



Mission Information

111

Combatants and Craft

Pilot. Anakin Skywalker Craft: Republic gunship

Mission Objectives

- . Get to the Republic outpost.
- Destroy all ground-based enemies near the outpost.
- Drop off the Republic troops.
- Defend the Republic convoy.
- Rescue the stranded ledi.
- Destroy all enemies near the Jedi temple.
- Drop off the Jedi.
- Defend the three gunships until the evacuation is complete.

Bonus Objectives

- 1. Rescue the outpost Jedi in less than 90 seconds.
- 2. Keep all convoy transports alive.
- 3. Destroy at least 10 enemy VACs.

Friends and Foes

Friends

Jedi starfighter

R4 unit (on Jedi starfighter)

Obi-Wan Kenobi (in Jedi starfighter)

Republic gunship

Clone trooper

Republic troops

Republic convoy transport

Jedi (in outpost)

11 0

Trade Federation droid control ship

Droid starfighter

Trade Federation landing ship

Vehicle Armored Carrier, or VAC

Battle droid (infantry and turret)

Super battle droid

Armored Assault Tank, or AAT

Hailfire droid

Homing spider droid

Ground Assault Tank, or GAT

Heavy Artillery Gun, or HAG



Mission 4: The Evacuation of Rhen Var (Rhen Var)







There is an overwhelming number of enemies in this mission. Prioritize targets and objectives, rather than simply shooting down anything from the Separatist invasion fleet. Ignore most enemies—the Bravo base you're defending eventually falls.

Pick up Republic troops stationed at a nearby outpost and bring them home. Then guard a five-transport

convoy attempting to enter the base—shoot VACs out of the sky before they can land and deposit tanks.

Next, find and bring back five Jedi infantry from a Jedi temple. Finally, guard the landing pads as evacuation gunships prep for takeoff. These tasks test all three of your gunship's weapons and your ability to stick to business rather than attack targets irrelevant to the mission's goals.

For a successful mission, remember to deposit the rescued Jedi before continuing the mission.

Mission Launch





In the Galactic backwater, Anakin questions Master Windu's judgment as he and Obi-Wan patrol a desolate star system. Obi-Wan's sensors pick up multiple targets coming out of hyperspace. Anakin launches to investigate.





The young Jedi rushes back to regroup with Obi-Wan. A fleet of Trade Federation droid control and landing ships and thousands of droid starfighters bear down on them!



The hailfire droids fail to take down nearby gunships, and the gunship's composite lasers cut through Separatist units with ease.





The droid starfighters head back to their motherships. Obi-Wan plots a trajectory, revealing that this Trade Federation battle group is heading toward the ice planet of Rhen Var, which has a Jedi temple and a Republic base. They head there to evacuate Bravo base.



Obi-Wan prepares the base for evacuation while waiting for gunship transports. You, as Anakin, must take a gunship and pick up the Republic troops stationed on an outpost to the west.



After your craft hovers up from its landing platform (Map Location #1), follow the green arrow.
There's little time for exploration.



STAR WARS





low but not foo lov.

Once over the base, use your composite laser if you wish to destroy scouting enemy units on the ground. Follow the path between two mountain ranges, and you pass over an enemy tank squadron.



Ignore these tanks. There are too many enemy troops to deal with. Instead, fly above them, turn right, and clear out (Map Location #2) the Separatist tanks using the composite laser.



Mission objective #1 is achieved!



You must find and destroy 10 tanks (both GATs and AATs) clustered around the corners of the base. Ignore the droid starfighters—these aren't required shooting.



Mission objective #2 is achieved!



After you destroy the tanks, land your gunship on the outpost's central bay. Five Republic troops enter the ship. Take off again, accelerate quickly and aim for the target stating where the landing pad is.



On the way, you encounter a couple of homing spider droids and the remnants of the tank squadron. Ignore them and head directly for the landing pad. Your gunship lands automatically and restocks missiles as the rescued Jedi disembark. If you complete this rescue task within 90 seconds, you achieve bonus objective #1.



Mission objective #3 is achieved!





...

Bonus objective #1 is achieved!



Obi-Wan gives you a second and more important mission—guard an incoming Republic convoy on its way to Bravo base. Accelerate away from the landing pad as soon as possible.



There's a large filtration plant on your left (Map Location #3) if you follow a direct route to the convoy. Destroy the tanks you see as you approach the convoy (Map Location #4).



All five of the vehicles in this convoy must reach Bravo base for another bonus objective. At least one must make it for a mission objective. They move slowly, and the enemy is relentless. VACs arrive to deposit troops on an intercept mission.



Mission 4: The Evacuation of Rhen Var (Rhen Var)



The only way to ensure success (and a bonus objective) is to destroy the VACs before they land and drop off their troops. The first is ahead and above the convoy (Map Location #5).



A three-second burst of composite laser fire blows the ship out of the sky. The transport craft are about 20 times the size of your gunship, so they're easy to spot. Turn and dive to the rear of the convoy.



fry to prevent the VACs from landing. They deposit troops ranging from GATs and AATs to hailfire droids and assorted other. Separatist forces if you are forced to clear these menaces from the convoy path, you have less time to destroy subsequent VACs. Overwhelming enemy incursions eventually lead to loss of the convoy. Carefully follow the plan below.





Take out the GATs with laser fire and perhaps a missile strike, then turn the gunship toward the base, head over the top of the right hill and zap a VAC before it deposits hailfire droids (Map Location #6).



Another VAC appears behind the convoy. Turn and destroy it with laser and missile fire, then return and tackle any stragglers from previous patrols or drop-offs. Ignore VACs after they deposit troops—they are no threat.



Another VAC attempts to land from behind, while Obi-Wan radios in that a squadron of droid starfighters is closing in. These are more of a nuisance than a menace. Don't ram any of them. Concentrate on transports and craft attacking the convoy.



By now, a VAC may have landed on the snowbank to the right of the convoy. Strike it down or engage the troops that spill out. Then immediately destroy (with missiles if your laser is recharging) another VAC behind the convoy.



You've little time to swing around and Boost back to the right snowbank before another VAC lands. Immediately take care of this craft, or it deposits about six tanks to the right of the convoy.



By now, the convoy is almost within view of the Bravo base. Skim low over the ground and take out any tanks remaining in the area, usually by the group of battle droids. Await another VAC.



The convoy passes the filtration plant, and your only problem is the droid starfighters buzzing you.

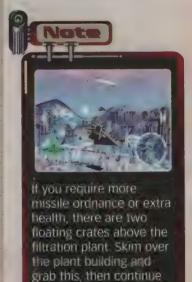
Watch out for more tanks from behind, and yet another VAC.



A group of GATs may attempt to escape across the hillside behind the convoy. Use your composite laser to destroy them. Take out a couple of droid starfighters if you wish, and another VAC.



The first of the convoy vehicles enters the Bravo base. Remove the enemy tanks blocking the route near the base perimeter. Then guard the rear of the convoy until all five vehicles complete their journey. If all five make it, you achieve a bonus objective.





with the transport convoy

covering

CLONE WARS



Mission objective #4 is achieved!



Bonus objective #2 is achieved!



As Anakin lands the gunship, Obi-Wan radios in to tell you about incoming Republic landing ships. However, a Jedi temple north of your location has been cut off. You must rescue the Jedi there at once!



Opposition forces begin to destroy the far side of the Bravo base as you launch. You've no time to attack them. Quickly accelerate over the filtration building.



Follow the green arrow over a long mountain range. Republic gunships move low to avoid enemy detection. Continue until you see the large monument spire of the Jedi temple (Map Location #7).



Fly left around the largest spire and use your composite laser to destroy about six enemy tanks surrounding the temple. Ignore the droid starfighters.



Mission objective #5 is achieved!



Land your gunship on the main landing pad, and take aboard five Jedi warriors. Accelerate away from the Jedi temple.



Mission objective #6 is achieved!



Obi-Wan requests assistance back at the base. Aim your craft at the base on your targeting system and accelerate over the mountains. You may spot and target enemy forces on the ground, but do not engage them.



The base invasion becomes much more frantic. Two enemy VACs have descended, and tanks are bombarding the initial base buildings. Return to the landing pad and drop off the Jedi at once!



A missile crate on the landing pad is an imperative in the final devastating combat sortie.
Remember this crate! Obi-Wan orders you to guard the three evacuation transport gunships as they prepare for launch.



...

Mission objective #7 is achieved!



There are masses of enemies overrunning the base, including HAGs. You cannot overcome these odds, so ignore the enemies on the far side of the base, and guard the three landing pads with gunships on them

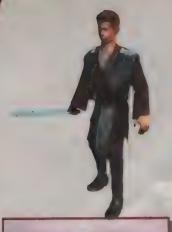


Begin your sweep behind the landing pads, demolishing a line of AATs with your composite laser. Finish off a sixth tank on a nearby hill with regular laser fire—patrol this area.





Mission 4: The Evacuation of Rhen Var (Rhen Var)





When the sixth tank is down, turn and patrol the skies until you spot a VAC attempting to land in this area (Map Location #8). Ignore transports you see elsewhere, but destroy this one before it lands.



A massive Trade Federation landing ship hovers ominously toward you, incoming from the north. Ignore it and find the next VAC flying in (Map Location #9). Bring it down with missile fire. Do not let it land!

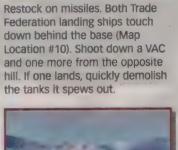


Turn around and take out another VAC in the hillside area, avoiding a collision. Now turn, ignoring the two gargantuan landing ships moving over the base. The first gunship is away!



Head back to intercept another VAC, and another approaching from the same direction. The landing ship attempts to touch down in your patrol area behind the landing pads. Check the ground for enemy vehicles and take them out.







The second gunship is away. One more and the base evacuation is complete. Destroy any ground enemies you spot (not battle droids) attacking the final landing pad, then turn left and attack another VAC landing behind the landing ship.



To the left of the landing pad from which the first gunship took off is a group of AATs. If you wish, destroy as many of them as possible in a barrage of missiles and laser fire, then concentrate on the opposite landing pad area.



Two or three VACs are landing in one of two now-recognizable areas near the Trade Federation landing ship. Destroy the transports and the final gunship departs the base. Obi-Wan orders a full retreat. You've achieved the final objective. If you destroyed 10 or more VACs, you achieve the final bonus objective as well.



Bonus objective #3 is achieved!



Mission objective #8 is achieved!



Rhen Var has fallen to the Separatists. As Obi-Wan, the remnants of the outpost, and Anakin Skywalker flee the battle, Obi-Wan is confident that the Jedi Council will know how to deal with this show of aggression.



STAR WARS CLONE WARS

Mission 5: Scrap Yard Pursuit (Raxus Prime)

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Map Location Display Guide

Location Location Number Description

Lead STAP 10,000 meters from base

Lead STAP 8,000 meters from base

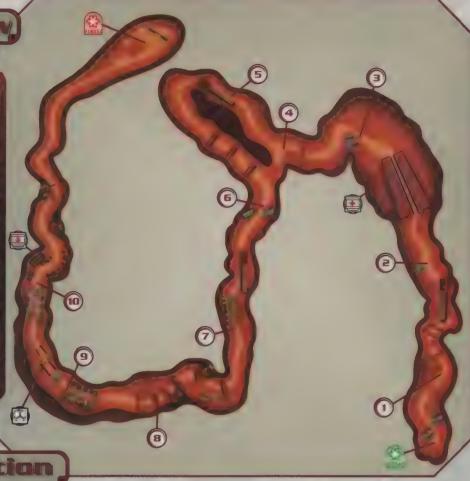
Lead STAP 6,000 meters from base

Lead STAP 5,000 meters from base

×

y.

10 Lead STAP 1,000 meters from base and enemy base area (mission chayen



ion Information

Combatants and Craft

Pilot: Obi-Wan Kenobi

Craft: 74-Z speederbike

Mission Objectives

1. Prevent STAPs from returning to headquarters.

Bonus Objectives

- 1. Find and take both shortcuts.
- 2. Destroy all STAPs in less than 2 minutes
- hull strength.

Friends and Foes

Friends

ledi starfighters (during initial briefing)

64 Link (duling initial briefing)

Republic assault ships

(during initial briefing)

Jedi Master Mace Windu

(during initial briefing)

Anakin Skywalker (during initial landing)

74-Z speederbike (ridden by Anakin)

Single Trooper Aerial Platforms, or STAPs

Battle droids (on STAPs)

Junkyard ships

Tower laser turrets





Mission 5: Scrap Yard Pursuit (Raxus Prime)









This is a test of your reactions and targeting skills. Take your speederbike through a narrow, winding path of junked spacecraft, piles of scrap, and other debris. Complete the track without hitting any junk.

Learn the two shortcuts, target, and Boost at every opportunity. You catch a quintet of STAP scouts

attempting to reach their base and warn that Jedi have arrived. They must not succeed!

It might take several tries to complete this mission. It takes practice to negotiate the bends and avoid the junk piles.

ssion Launch



The main Republic force is a mass of clone troopers advancing over the Geonosian landscape, supported by heavily armored AT-TE walkers.



While Anakin deals with the two STAPs that split from the main group, Obi-Wan must destroy the remaining five STAPs before they reach their base. Accelerate and Boost.



Jet down onto the path that meanders through the junkyard and swerve right around the concrete obstacle ahead. Prepare to swerve to the left or right of two giant jutting pipes. The lead STAP is 10,000 meters from its base (Map Location #1).





Hundreds of Jedi starfighters converge on the Jedi Council's floating fortress, where Mace Windu and Yoda meet with Obi-Wan and Anakin. Reports of Separatist activity filter in from Raxus Prime. Separatist movements on this strategically unimportant planet are puzzling.



Anakin protests the trip, but Mace Windu explains the importance of two Jedi investigating this mystery and leaves Yoda to ponder Anakin's ambition. With Republic forces, Obi-Wan and Anakin reach the planet and tell their forces to wait. As they land, STAP-riding battle droids spot them.



You come to a large gray stone surrounded by junk. Strafe to the right of this obstacle, even though the path curves left.



Press your speederbike's Boost every five seconds to keep up with the enemy.



STAR WARS



Go around the right of the second pipe, then drop back onto the path. This is the fastest method.



If you stay on top of the junk, move to the main path at the next corner. If you continue to stay on top, your bike will slow down.



junk and stall-or worse.

explode.



Swerve left around a corner and past some space parts. The path opens as a floating junkyard ship comes into view. Pass beneath this ship and begin to target.



If you Boosted and avoided the junk, the first STAP is in your sights. Boost regularly and follow the STAP into a small tunnel through spacecraft fuselage. The lead STAP is now 9,000 meters from home (Map Location #2).



Fire on the first targeted STAP until it explodes.



The path becomes extremely tight. It may take several attempts to get through this area without scraping your vehicle. As soon as you enter the derelict ship, the path branches. Take the shortcut to the left.



The shortcut is only slightly shorter than the right-side path and almost immediately rejoins it. As the paths rejoin, turn left when you spot the health crate. Head out the other side.



A jutting spacecraft part marks a left corner; the lead STAP is 8,000 meters from base (Map Location #3). Cut the corner by heading onto the junk. Dodge right after the corner to avoid the junk wall.



Take the easier path to the left and fire on the second STAP. Boost throughout this area.



As you begin to damage your enemy, you pass beneath another pipe and over some gray debris. Turn left, then Boost. Finish off the second STAP while your line of sight is improved.



You pass beneath a second huge junkyard ship. The lead STAP is now only 7,000 meters from base (Map Location #4). Zoom beneath the ship, up the rise, and make another left turn.



The junkyard piles get closer.
Accelerate and continue to turn left. As you come out of this semicircular turn, you spot a doorway of junk. Boost through here and check the target lock for the STAPs ahead.



Mission 5: Scrap Yard Pursuit (Raxus Prime)



You must pass under three junk doorways. When you clear the last one, you learn that the lead STAP is now 6,000 meters away from base (Map Location #5). Boost as soon as possible!



The path straightens, but it's bumpy. Stay left of the metal debris. Boost through the gray junk, around a right turn, and over the smoking air vent.



You spot the third STAP as you pass under a thin archway of metallic junk. The lead STAP is now 5,000 meters away from base (Map Location #6). Boost around the left corner.



Another junkyard ship hovers above the pathway. Fire at the next STAP. Boosting along the path, turn right, then left, and through the shell of a long-scrapped vessel.



Boost through the tunnel-like superstructure and finish off the third STAP. As it disappears in a fiery maelstrom, Obi-Wan mutters, "Two more to go...." Keep accelerating!



Turn right and jet toward a junkyard passage. You learn that the lead STAP is only 4,000 meters from its target (Map Location #7). Make a sharp right.



As you head down the second junkyard area, turrets open fire. Ignore them. Continue to target the STAP you're pursuing.



After a left turn, Boost and jet out of the walled area, targeting the penultimate STAP. As you pass under three gigantic archways of junk, you destroy STAP #4 just as the final enemy gets within 3,000 meters of its base (Map Location #8).



Boost over the metallic piece of junk in the center of the path. Should you hit the green slime pool on either side, this mission comes to a terrible, corrosive halt.



Turn right as the path widens and pass through two rows of erected junk pieces. That final STAP is still well ahead of you, and time is pressing. Nonetheless, temporarily hold off on the Boost.



A ramp-shaped piece of metallic junk appears out of the gloom. Boost toward it, launching over a semi-circular tube of wreckage. You land in the middle of a junk-filled corridor. Snag the floating Invincibility to avoid damage from the buildings.



If your timing is off on the leap, or you fail to Boost up the ramp, you hit the tube of wreckage. If you miss the ramp, you hit a pile of junk on either side and lose valuable time. Land and swing left to avoid another junk piece.



STAR WARS





Head left around the junk and enter the junkyard town through the gap in the settlement buildings. The STAP is now 2,000 meters from base (Map Location #9).



For the second shortcut, Boost toward a health crate and pass through it (to finish this mission in full health for bonus objectives #1 and #3). Go up the ramp and exit the village.



Bonus objective #1 is achieved!



Boost over the ramp. Target and fire at the final STAP.





After you pass the giant cranes, the snaking path makes targeting difficult. Keep firing and the final STAP explodes just as it reaches 1,000 meters from base (Map Location #10).



Beneath a second crane on the path's left at 1,000 meters, the road is long and wide enough to destroy the last enemy. The Jedi incursion has not been spotted. Obi-Wan enjoys a rendezvous with Anakin.



The Separatists are unearthing something, and Obi-Wan senses they need reinforcements.

Congratulations, Jedi Obi-Wan—you completed the mission objective! If you continue to Boost and don't hit any junk, you can complete bonus objectives #2 (shaving around five seconds off the 2:20 time) and #3 as well.



...

Mission objective #1 is achieved!



Bonus objective #2 is achieved!



Bonus objective #3 is achieved!





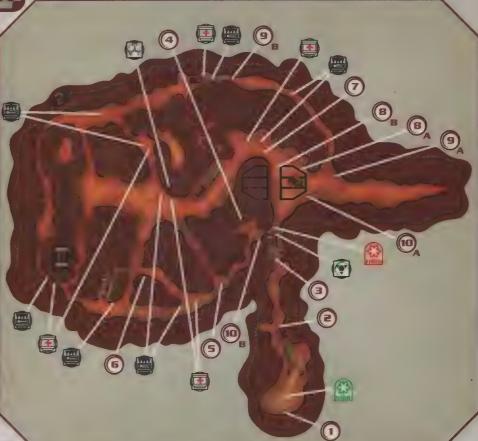
Mission 6: Ambush among the Wreckage (Raxus Prime)

Mission Overview

Map Location Display Guide

Combac Description

- Communications dish #1
- 7 Wealer all norm
- Metallic ramp
- Communications dish #2
- Path junction (ignore right turn)
- Communications dish #3
- Initial ambush point
- First convoy starting location
- First convoy preferred engagement location
- Second convoy starting location
- Second convoy preferred engagement location
- 1004 Third convoy starting location
- Third convoy preferred engagement location



Mission Information

Combotants and Eraft

Pild : Obi-Wan Kenobi

Craft: TX-130S Republic fighter tank

Other mently plots

Anakin Skywalker

Craft: TX-130S Republic fighter tank (linked orders)

cither Inendly piletest

Clone trooper pilot

Chaft: TX-130S Republic fighter tank (linked orders)

Mission Objectives

- Get to the ambush point.
- 2. Ambush the enemy convoy.
- Destroy the two remaining convoys

Bonus Objectives

- Find and destroy three enemy
- Destroy all convoys within six minutes.
- Keep all squad mates alive.

Friends and Foed

Fritmids

Republic assault ship

Clone made, i

All Terrain Tactical Enforcer, or AT TE walker

All Terrain Assault, or AT-XT walker

In Dis-

Compute to the first

Tower laser turret

Hailfire droid

Ground Assault Tank or GAT

Single Trooper Aerial Platform,

Battle droid (on STAP)

Armored Assault Tank or AA

Ingle Leura an Mail Hill

Transport, or MUT

WILLIAM

Hulk compactor ship



CLONE WARS







Three Republic gunships peel away from the massive assault ships that deliver more clone troopers into battle.



Learning the yard layout is the most challenging aspect of this operation in the Raxus Prime junkyards. The following walkthrough shows only the preferred paths.

You start by destroying a communications dish, learning to give orders to copilots, and Boosting up a ramp to a superblaster. Then there's a side

mission to eliminate two dishes without getting lost, stuck in junk, or sucked up by a tractor beam from the hulk compactor ships.

Then it's back to an ambush point, where you need both superior circle-strafing and missile-firing skills to defeat an enemy convoy. Finally, intercept two convoys before they arrive at a Separatist artifact dig.

Know where the power-ups are and don't fear to order your friends into battle as long as you're there to support them.

Mission Launch





Three convoys head toward the site where Separatists have been digging for artifacts. Anakin laments not launching an immediate strike. Obi-Wan Kenobi counsels patience—reinforcements must arrive first.





Obi-Wan plans to distract the Separatists during the buildup of Republic troops and to halt their digging by ambushing the three transports. A Republic gunship drops off three fighter tanks for Obi-Wan, Anakin, and a clone trooper pilot assigned to combat support.



As the mission begins, Anakin tells you he modified the fighter tanks' controls so you can order the other two tanks to perform four combat maneuvers. You can use these maneuvers, detailed in the Training section of this guide, any time during this mission.



Before you Boost forward, look behind your starting position to find the enemy communications dish (Map Location #1). Destroy it with laser fire. Two more gets you a bonus objective.



While Anakin explains your order icon (in the top left of your HUD), you pass a hulk compactor ship,

a giant vessel designed to crush mountains of junk. Its tractor beam pulls up twisted metal.





Ignore the two tower turrets if you're playing for time. If you choose to destroy them, target the left one, order your copilots to attack, then finish the one on the right.



Mission 6: Ambush among the Wreckage (Raxus Prime)



Boost along the path to another tower turret, located to the right of a metallic hump (Map Location #2). Destroy the turret (or order Anakin to do it) and prepare for a side-strafe.



Side-strafe to avoid the firepower of two hailfire droids that rocket over the metallic hump and land behind you. Turn, target the droids, and order your copilots to destroy them. You've plenty of space to side-strafe out of the way of their missiles.



Head over the metallic hump, and target another tower turret for detonation. Then Boost toward a metallic ramp (Map Location #3). Ascend the ramp or go around it.



If you ascend the ramp, you appear on a rickety structure. A tower turret ahead spots you and fires. Blast the turret, but

don't side-strafe right lest you fall to the ground. If you do fall, however, you're not damaged.



At the far end of this structure is a superblaster power-up. Don't use it now, but remember it for later. Drop to the ground or move under the ramp and through it to the other side of the junk archway.



The point where you plan to ambush the first enemy convoy is straight ahead, but first find the remaining two communications dishes. When you reach the building in the distance, shift left.



The second dish is to the left in a junk pile (Map Location #4). Level it with your fighter tank's blasters, but don't collect the missile crate behind it. Explore the paths to the left.



Destroy a tower turret on the right side of this stretch of junk. A second tower turret on the left is followed by two hailfire droids. Attack these enemies or ignore them.



Avoid the first junction to the right (Map Location #5). Continue along the straight path. You could get lost in this junkyard, and there is a quicker route to the final communications dish.



Go past a hulk compactor ship. At the next path junction, turn right. Boost down the path and destroy a tower turret on the right wall. As you near the end of the path (Map Location #6), you spot a target behind the junk on your left.

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This is the final communications dish. Blast it to smithereens. Take the missile and health crates nearby before demolishing another tower turret. Go back the way you came to resume the pursuit of your mission objective.



Bonus objective #1 is achieved!



At the junction where you destroyed the second communications dish, have your copilots regroup. Charge toward the walled building that is the central junkyard's power plant. Take out the entrance tower turret and two GATs.



Boost down the central corridor and tear apart the tower turret at the far end of it, near the initial ambush point (Map Location #7). If you spot two hailfire droids, deal with them. Move into the metallic junk alcove with the missile crate.



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Mission objective #1 is achieved!



This is the ambush point. Wait for the first enemy convoy to appear (Map Location #8A). You can zoom in on the convoy through the mesh wall opening. Get ready to attack!





Boost out of hiding and order your copilots to break formation and attack an MUT. Circle-strafe around the sides of the convoy. Jet out when the first tank passes your ambush point (Map Location #8B).



Slam missiles into AATs, destroying as many as possible with the first 20 missiles. Return to the ambush point, restock missiles at the crate, and return to combat. The convoy passes into a wider arenalike path.



Combat ends when you nullify all enemies aware of your presence, including any hailfire droids or tower turrets that spot you. Keep blasting. Destroy the MUTs after the AATs—the transport vessels are tough, but they don't fight back!



Mission objective #2 is achieved!



In the area where you found communications dish #2, two force fields lead to the location of the Separatists' digging activity. The remaining convoy splits into two sections and attempts to enter this area. You must stop them!



It's your choice which of the remaining convoys to attack first. This walkthrough describes the quickest and safest route. The initial locations of the second convoy (Map Location #9A) and the third (Map Location #10A) are shown on the mission map.



Because of the complex pathways, you may lose sight of both convoys. Follow this walkthrough to meet and destroy both convoys with time to spare.



Destroy the first convoy, then Boost in the direction the convoy was heading; look for an opening in the right side junk path with a huge building in the distance. Take out the entrance tower turret near some crates with Invincibility, which you can take prior to the previous battle.



Boost down this tight alleyway of refuse until you encounter a second tower turret. Blast it, then replenish both your health and missiles at the nearby crates. Turn right.



Quickly demolish two hailfire droids. Don't spare the missiles. At the next junction, make another right, noting the health and missile crates. You are on the convoy's path, but far behind it. Close the gap!



Mission 6: Ambush among the Wreckage (Raxus Prime)



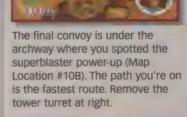
Order your copilots to take out the tower turret on the right. Boost down the path and take care of a tower turret on the left. The convoy is now in target range (Map Location #9B). Zoom past the massive junk hull on your right.



As you near the convoy, remember to avoid the beam of the hulk compactor ship. Let your copilots break formation and attack an AAT, and fire as many missiles and blaster rounds as possible at the front of the convoy. Use all your missiles as you circle-strafe left.



Two large brown boxes provide cover, and in the middle is a missile crate. Now fully stocked, continue to circle-strafe around the convoy. Pick off the tanks first, then order your copilots to finish the MUTs.





Continue down the path as it curves to the right, and take out a tower turret on the left. At the junction where you see a massive junk crane and a walled settlement, go straight.



You arrive just as the final convoy passes the smoldering wreckage of communications dish #2. This fight can be as short or as long as you want it to be—the mission ends when you destroy the three MUTs.





For safety's sake, fire at the tanks guarding the transport vehicles. Order your copilots to attack or defend. You can head back to the metallic ramp and claim the superblaster, which lets you cut down the transports in five seconds.



If all your copilots survive this sortie, you achieve bonus objective #3. If you do it in less than six minutes, you achieve your final bonus. Ignore turrets—and the communications dishes—and follow the convoy takedown method above to shave seconds off your time.



Mission objective #3 is achieved!



Bonus objective #2 is achieved!



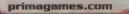
Bonus objective #3 is achieved!





Obi-Wan is happy to have evened the odds a little. Your clone trooper copilot relays an incoming message: Republic reinforcements





STAR WARE

Mission 7: The Conquest of Raxus Prime (Raxus Prime)

Mission Overview

Map Location Display Guide

territe hearinthia.

- 1 Left hillside incursion #1
- Right hillside incursion #1
- Left hillside incursion #
- Right hillside incursion #2
- Left hillside incursion #3
- Out billada inalisas II
- Right hillside incursion #3
- Fuel bay
 - Fuel bay
 - Force field generator
- Protodeka ambush point



Mission Information

Combatants and Craft

-

Pilat. Obi-Wan Kenobi

Chaft: TX-130S Republic fighter tank

Office riendly pilot(s): Anakın Skywalker

Confl. TX-130S Republic fighter tank

Ullian friendly pilot(s): Clone trooper pilot

TX-130S Republic fighter tank

Mission Objectives

- 1 Escort AT-TE walkers to Separatist base.
- ... Clear the Separatist base of all enemy units.
- Destroy the excavation crane's two fuel bays.
- Destroy the generator and bring in reinforcements.
- Destroy the Protodeka.

Bonus Objectives

- Make sure all Republic units reach Separatist base.
- Destroy crane first, then shield generator.
- Complete mission in less than 12 minutes.

Friends and Force

Egan - Improper

All-Terrain Tactical Enforcer, or AT-TE walker

All-Terrain Assault walker, or AT-XT walker

Fore

Tower laser turret

والمستوال المطلق الم

Ground Assault Tank, or GAT

Single Trooper Aerial Platform, or STAP

Battle droid (on STAP)

Armored Assault Tank, or AAT

Heavy Artillery Gun, or HAG

Homing spider droid

Force harvester

Court Gustu

Education site

Protodeka

Corporate Alliance Droid

Muuttriii

Hulk compactor ship



Mission 7: The Conquest of Raxus Prime (Raxus Prime)







In this frenzied combat, remember the lessons of the evacuation of Rhen Var. Know which enemies to shoot and which to leave for others. You must protect your convoy squadron (Alpha company) as it blows apart a series of blockades leading to Count Dooku's excavation site.

While Alpha company takes care

of the enemy ahead, you handle the tower turrets and anything appearing from the hillsides or behind. Heed the information Anakin shouts and break up your copilots so they can secure one hillside while you blast the other.

Exercise extreme caution as you infiltrate the excavation entrance on your own—clear an area completely before venturing further. Finally, take care of the crane and force field generator as quickly as possible. Use that crane to combat a devastating new foe in the arsenal of Count Dooku—the mighty Protodeka!

Mission Launch





Republic reinforcements arrive.
Obi-Wan tells Anakin that Count
Dooku must not be allowed to
have whatever he is looking for on
this planet. The plan is straightforward: Anakin and Obi-Wan must
escort the main force through the
base's defenses.





Reinforcements will flank the excavation site and attack the Separatists from two directions. Obi-Wan and Anakin agree to this plan and each board a fighter tank. The attack on Raxus Prime begins!



A homing spider droid narrowly misses striking an advancing AT-TE walker with its deadly laser. In the distance, the Separatist troop ships dwarf the droids that spill from them.



Head down the hill from your starting position. Anakin informs you that a squad of GATs is closing in on the AT-TE walkers. Boost down and destroy all three tanks, then turn right and Boost toward your comrades.



More GATs descend from the hillside to the left of the attack force. Attack these (usually with laser fire) before they can damage the shields of the AT-TE walkers, which are vital to this mission.



You cannot get a bonus objective if any of the allied forces are destroyed before they reach the

excavation site. Stay close and watch for enemy incursions—like the GATs coming from the right hillside. Destroy those three foes.



Rusting hulks of scrap starcraft parts block the convoy path. Help the AT-TEs blast through to a wider path littered with gigantic hulks of metal. Aim for the middle pieces of metal ahead and blow them apart.



It's a trap! Tower turrets hidden behind pieces of scrap fire on the AT-TEs. Destroy the tower turret so it doesn't cause more damage.



STAR WARS



While the convoy shoots out the metal, Boost to the side and behind the metal wreckage. Take out three turrets and dismantle the wreckage. No more enemy fire touches the AT-TEs.



When the final turret explodes, the defensive wall is obliterated, opening an arenalike path. The enemy can attack from all directions. Anakin reports two massive concentrations of enemy troops.



The first set accelerates in from the left side of the arena (Map Location #1), between the upright support columns near the powerups. Demolish those GATs while the convoy concentrates on tougher foes directly ahead.



Two GATs appear from the right side (Map Location #2). Boost past the support columns and destroy them before they fire on the convoy. Boost back to the left and demolish two more.



Three more GATs appear. Destroy them immediately. Ignore the homing spider droids and let the convoy blast them. Target the first HAG on the hillside to the right.



Order Anakin to attack it, and blast it apart with missiles and laser fire. Quickly destroy this tank. Now Boost to the left hillside and take out a second HAG.





A massive number of GATs comes over the hillside to the left (Map Location #3) and right (Map Location #4), slightly ahead of the convoy. Each hillside has five pairs of tanks to destroy. Order Anakin to break formation and take a hillside. Boost across the arena floor to see how the battle is going on each side.



A large number of AATs and GATs appear in front of the convoy, but it can handle these enemies. Boost up and tackle a couple of GATs if you wish, then return to the convoy as Anakin radios in that enemies approach from behind.



It's a squadron of three hailfire droids. Load up with missiles from the supply crates near the upright columns and circle-strafe them, tearing them apart before they fire on the convoy.



Three more hailfire droids appear from the left hillside (Map Location #5). Boost to the hillside and destroy them with missile and blaster fire. Then zoom to the arena's opposite side (Map Location #6).



Three more hailfire droids close in from the right hillside near the missile crate. Boost to the left hillside—where another three hailfire droids are incoming—fire missiles until they submit.



Head to the right, pick up the missile crate, and blast three more tanks on the right hillside. Remember, keep your copilots on one side to assist in this explosive melee. Now head behind the convoy.



Another three hailfire droids appear. Destroy them. Now comes the final push into the main excavation area; turrets and HAGs guard the entrance. Boost toward them. Grab the invincibility here at any time.



Mission 7: The Conquest of Raxus Prime (Raxus Prime)



The convoy cannot lose a vehicle, so fire missiles at the AAT on the left and the tower turret behind it. If the convoy hasn't taken care of them, destroy an identical AAT and tower turret on the right. If no convoy vehicles are lost, you achieve bonus objective #1.



Mission objective #1 is achieved!



Bonus objective #1 is achieved!



The entrance wall is blasted out in seconds. Only one vehicle at a time can move down the narrow entrance. Anakin asks your command. You're investigating this section alone.





Boost forward and check your status. Use extreme caution; the entrance is teeming with enemies. Load up on missiles and health before you head inside.



Slow down and side-strafe to the right, outside the entrance, until a GAT appears in your target. Shoot it apart from the safety of the entrance, then strafe left and tackle another GAT to the right of the entrance interior.



Move inside the entrance and take the right path, which leads to a missile crate (don't take it yet) and another GAT. Destroy the GAT and another behind it with missiles.



As you attack the GATs, strafe left behind cover to avoid the homing spider droid's laser beam. Then pop out of cover and demolish it with blaster and missile fire. Take out a third GAT in the area where the paths meet up.



Stay in the area you've cleared, strafe right, and slam missiles into the homing spider droid and the GAT behind it. This halts the melee for a couple of seconds. Out of missiles? Grab that crate!



Now enter the next area, head left around the central crane pillar, and tear apart a GAT. Ahead, you spot a health crate and to the right a missile crate. Remember where these are—the action intensifies!



Use the cover of the central pillar to rip through the hull of another GAT and destroy another homing spider droid on the right side of the entrance area. Destroy two more GATs that appear immediately afterward.



all visible crismies are down

You're in the final entrance area.

You're in the final entrance area. As you emerge, take care of a GAT diagonally ahead and left, and dodge an AAT's energy beam. The AAT is your next target—slam it with missiles until it explodes.



Check your health and missiles.
Backtrack to replenish both if
necessary, and watch out as you
retreat—three GATs attempt to
attack you from behind! Finish
them off, then head back to the far
entrance area.



Blast another GAT as you enter the final part of the entrance, then launch missiles at the homing spider droid ahead and to your right. As you emerge, swing right and take care of the AAT taking cover behind a wall.



CLONE WARS

Prima's Official Strategy Guide



After you destroy the final GAT, the area is cleared. Good work, Master Kenobi! The convoy moves through the entrance, assembles at the excavation wall, and blasts through it. This reveals a giant excavator crane, which you must disable.



Mission objective #2 is achieved!





The crane is heavily armored, but its fuel bays on either side are vulnerable to attack (Map Location #7, #8). As Anakin explains this, a giant metal ball-like structure is being stored in a Techno Union ship near the force field gate where the remaining Republic forces are. This is Beta squadron, which will assist when the generator (Map Location #9) is destroyed.



Remember the order of destruction—a bonus objective depends on it. With the entrance blasted apart, Boost forward through the AT-XT walkers, and take care of the right fuel bay. Shrug off enemy fire.

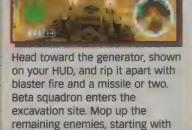


Now Boost around the interior of the crane, which affords you some protection from missile fire, and launch missiles at the second fuel bay. The crane is out of commission. Now disable the force field.



Mission objective #3 is achieved!





the AAT guarding the generator.



Mission objective #4 is achieved!



Bonus objective #2 is achieved!



Homing spider droids and AATs move about this complex, but don't overdo the missiles when defeating them—Obi-Wan senses a disturbance in the Force. Use your radar to check for enemies, and keep moving.



With all the enemies defeated, Anakin and Obi-Wan leave their fighter tanks. Count Dooku and two battle droids disappear into a Techno Union ship. Anakin runs after Dooku and leaps inside the ship before Obi-Wan can stop him.





Obi-Wan senses that the battle in the excavation pit was a little too easy. It feels like ... a trap! From a solid metal wall (Map Location #10) blasts a massive mobile attack warship known as a Protodeka. It quickly destroys the remnants of the Beta squadron, then turns to fire on you.



Mission 7: The Conquest of Raxus Prime (Raxus Prime)

Boss Battle Launch!

Boss battle #2: Protodeka

Threat level: High





The Protodeka is a massive craft with enough firepower to flatten an entire Ewok city. It has twin lasers and a bank of homing missiles. This enemy is not to be trifled with!



If you move close, the Protodeka launches a corrosive cloud of blue gas that weakens your vehicle's hull strength. This usually happens after it stops firing its laser.



Begin by circle-strafing around it, firing as many missiles as possible. Pelt it until you run out of missiles, then Boost away, around the other side of the crane in the center of the arena.





Restock your missiles and come out firing. The Protodeka notices your hiding spot and destroys it in about five seconds! Blast it with missiles while it's on demolition duty.



Move to the edge of the arena and find more missile crates. The number left depends on how many you used while finishing off the regular enemy force. (That's why it's unwise to grab missiles before this fight.)



Boost back toward the Protodeka and circle-strafe it. You're struck by several of its homing missiles, but keep firing your missiles and blaster at it until your health is halved. Then Boost around it to refill your health.



Swing back, and the Protodeka fires laser bolts again. Pump missiles continuously into the ship until it explodes. During the fight, the Techno Union ship has escaped. Curses!



Mission objective #5 is achieved!



Completing this mission within 12 minutes is feasible. In fact, it's possible to do it within 9:40. Before you seek this bonus objective, take out enemies quickly, use missiles, and learn the area layout well.



Bonus objective #3 is achieved!





After the battle, a clone trooper tells Obi-Wan that the Separatists found whatever they were looking for. There's no sign of Anakin. Obi-Wan senses something is wrong. It's as if Dooku knew the Republic forces were coming and wanted Anakin to follow him. Obi-Wan has a bad feeling about this situation.



STAR WARS CLONE WARS

lission 8: Anakin's Escape (Kashyyyk Moon)

Map Location Display Guide

- Prison cell door
- Prison cell door
- Prison cell door
- **Empty STAPs**
- Force harvester
- STAP droids intercept
- STAP droids intercept
- 9 STAP droids intercept
- Wookiee alarm

ssion Overview 10 ission Information

Combatants and Craft

-

- Pilot Anakin Skywalker
- milt: on foot

Craft (second part)

Single Trooper Aerial Platform (STAP)

Other friendly pilot(s). Bera Kazan

Craft: Single Trooper Aerial Platform (STAP)

Mission Objectives

- 1 Escape from your cell.
- Retrieve your lightsaber from the command droid
- Get to an empty STAP.
- 4. Escape through the forest with Bera.

Bonus Objectives

- Free the prisoners.
- Trigger the Wookiee alarm.
- T. Escape the Force harvester wave in under 2:35.

Friends and Foes

Feliandia

Wookiee prisoners

Weeking rebil

Count Dook

Cydon Prax

Battle droid (infantry and on STAPs)

Command droid

Dwarf spider droid

Command turret

Force harvester

Trade Federation Armored

Asseult Tank or AAT

Gnasp

Single Trooper Aerial Platform, or STAP

TITLE



Mission 8: Anakin's Escape (Kashyyyk Moon)







This is a frantic race against time, testing your dexterity to the limit. After a simple escape from a cell and freeing of the Wookiee prisoners, you must find a STAP to ride through the forest, following your newly acquired mercenary friend Bera Kazan.

If the trees don't stop you, the Force harvester—a giant energy

weapon—might. It sends out a gigantic energy wave that you must outrun. Halfway through the race, you enter a narrow, boulder-packed ravine.

To make matters worse, the Separatists have hovercraft and turrets. Watch Bera's movements and look ahead to avoid trees, and you soon reach the relative safety of the Wookiee rebel village.

Mission Launch





Anakin arrives just in time to catch Count Dooku. Or is it a trap? Skywalker soon finds out when Dooku offers a new gift to the Republic—the devastating Force harvester. Anakin attacks Dooku and, after a brief struggle, is overpowered by a stun laser bolt from Dooku's mercenary.





Dooku orders Cydon Prax to throw-Anakin in a cell. When he comes to, Skywalker is befriended by Bera Kazan, who explains that Raxus Prime was the resting place of an ancient Sith artifact that sucks the Force via an unstoppable wave. She should know—she helped Prax find it.



In the thick of battle, battle droids and super battle droids rely on the droid control ship orbiting the planet to communicate their orders, or they become confused.





Dooku is testing the device as a power source on a small forested moon in the Kashyyyk system, home to a small Wookiee colony and much wildlife. Dooku has ample opportunity to test the Force harvester—on you and other prisoners! You commence the mission locked in a jail cell. Dooku wants no survivors.



You have less than two minutes before the Force harvester devastates the prisoners. Get to the cell door as fast as possible.



Open the cell door with your Force push, freeing yourself and Bera. While she escapes to a waiting STAP, find your lightsaber. The command droid in your target sight holds the weapon (Map Location #1).



STAR WARS



Mission objective #1 is achieved!

if you are quick, skip the

cutscene and launch a

next to the cell door

Sometimes the push.

catches the command

don't need to use the Force a second time to get your lightsaber

droid, which means you

Force push immediately



Mission objective #2 is achieved!



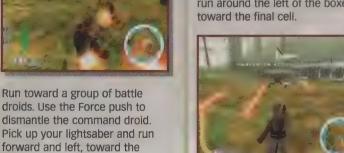
Use your Force push to open this cell door (Map Location #2), freeing the Wookiee prisoners. You can throw your lightsaber at the patrolling spider droid to explode



it. Then head right, to the next cell.



Use the Force push on a second cell door (Map Location #3), and its prisoners run for safety. Now run around the left of the boxes



As you reach the final cell door (Map Location #4), another spider droid appears. From a distance, throw your lightsaber to destroy it, and use the Force push on the third and final prison door. Now break for freedom!



Bonus objective #1 is achieved!



Run toward the remaining Separatist forces, shrugging off the battle droids' laser fire. You can destroy the final spider droid before you reach the edge of the clearing and leap onto an empty STAP (Map Location #5).



Mission objective #3 is achieved!



Bera knows where she's goingfollow her. If you're too slow, the advancing energy wave from the Force harvester swallows you up. Boost immediately after you board the STAP.





If you fail to make it to the STAP, the Force harvester's wave of destruction (starting from Map Location #6) catches you in about a minute and a half. Be quick!

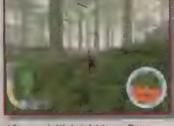




nearest holding cell.

Mission 8: Anakin's Escape (Kashyyyk Moon)

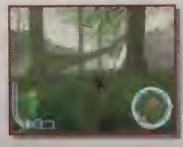




After an initial right turn, Bera speeds up. Boost throughout this forest escape, which tests your piloting skills to the maximum. Dodge through the trees, keeping to the left of a group of boulders.



Once past the boulders, turn right, keeping Bera in the middle of your screen. Boost to the right of two pairs of command turrets. Don't engage them—your STAP isn't built for combat with turrets.



Just after the second set of turrets, drop into a ravine. Aim your craft to the left of the tree on the right as you descend. Then weave to the left of the boulder, heading under the fallen tree.





After you pass the final tree, the ground rises up and to the left. To save time, follow Bera up and through another copse, weaving between the trees. Or take the path to the right.



Both paths lead to a forest dell over which a tree has fallen. You must swoop under the tree. Don't go too far to the left—a smaller branch will knock you into a tree.



If you hit the smaller branch, quickly turn left to avoid hitting the tree, then straighten up and Boost forward through the dense forest. Command turrets appear on either side of you, as well as hovering gnasps.



Ignore the laser fire and the gnasps. Stay between the sets of laser towers until you spot a large gray rock in the distance on your left.



First, run the gauntlet past more towers and toward another dell. Shoot under the fallen tree and make a quick left turn as you emerge, to prepare for the next obstacle course.



As the energy wave from the Force harvester nears your craft, Boost forward into a grassy clearing. You see a path cut through a stone cliff ahead of you. Two battle droids on STAPs scoot out and begin to chase Bera (Map Location #7).



Fire at them with your craft's blaster cannons, but don't worry about aiming. Concentrate on the misty waterfall and obstacles ahead. Stay to the middle of the ravine as you pass through the waterfall.



By now, you should have destroyed an enemy. Make a sharp left to avoid the rock on the right. If the second STAP didn't crash or explode as you fired on it, ignore it. Avoid the tiny rock, and turn right.



Zigzag right and left, avoiding large, sharp fallen rocks, and zip beneath a stone archway. Continue past another rock on your right and under a second archway. Dodge a rocky outcropping to the left.





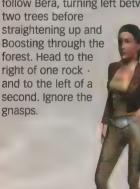
You can Boost through this area after you learn the terrain. Zoom out of the ravine, zipping to the left of the middle tree. Ignore a bank of turrets on the wall to your left.



As you round the right corner, two more enemy STAPs appear on an intercept course (Map Location #8). Aim and fire your cannon at them until one explodes.



Ignore the second STAP and follow Bera, turning left between





You make a slight left, then swing right, dodging a final rocky outcropping, just as Bera discovers a ravine ahead. The energy wave is closing in when Bera spots a Wookiee rope bridge. Claim the health crate, then aim for the two wooden stakes.



Jet over the bridge, using the Boost if you can. If you fail to clear the bridge, you drop into the ravine to your demise.



Make a long, banking right turn and prepare for two final annoying STAPs (Map Location #9). Destroy the first immediately, and head beneath another fallen tree



Cross the second rope bridge to find another health crate and to reach a Wookiee settlement. Your STAP's targeting computer locks on a Wookiee alarm. Blast it!



Bonus objective #2 is achieved!



A mournful horn echoes as soon as you blast the Wookiee alarm, giving the remaining Wookiees time to escape. Aim for the narrow gap between Wookiee buildings and zip through.



You're almost at the forest edge. Follow Bera out of the settlement, through the trees straight ahead, and down into another brief, rocky dip. Turn left on the other side.



Dash between the trees, and don't hesitate! After three more seconds of dodging through ancient woodland, you and Bera safely distance yourselves from the Force harvester wave. The wave begins to recede. Well done, young Skywalker!



Mission objective #4 is achieved!



If you hit any trees, rocks, or other obstacles dashing through the forested moon, your time is likely to be more than 2:35. Save time by ignoring the prisoners at the mission start, but are you ready to join the dark side so soon? Precise piloting allows you to collect the final bonus objective.



Bonus objective #3 is achieved!



Bera meets with a Wookiee, who says the Separatists have invaded the entire moon and have enslaved most of the Wookiee population. Wookiee rebels have agreed to take a stand. Anakin must find a place to send Obi-Wan a distress call....

Mission 9: New Alliances (Kashyyyk moon)

Mission Overview

Map Location Display Guide

Lication Lautlion Number Description

- Gnasp hive
- Gnaso hive
- R5 unit location (secondary outpost)
- R5 unit location (main base)
- R5 unit location



Mission Information

Combatants and traft

Mot Anakin Skywalker

Maru beast

Assault Tank (AAT)

craft@hird.gam!\cn\\al

Assault Tank (AAT)

Oliver (Hamilly pilotty): Bera Kazan

Maru beast

Crais (sucond part): Armored Assault Tank (AAT)

Mission Objectives

- T. Follow Bera to the Separatist communications base.
- 2. Destroy all enemy units at the Separatist outpost.
- Use the AAT to enter the communications base.
- . Get to the communications
- 5. Get back to the AAT.
- . Escape from the base
- Destroy the power generators
- Escape into the forest

Bonus Objectives

- Recover three missing R5 units.
- Destroy all enemy units at the communications base
- 3. Complete mission in under 8:30.

Friends and Foes

Friend

R5 unit

nes

Gnasp

Single Trooper Aerial Platform, or STAP

Battle droid (on STAPs)

Ground Assault Tank, or GAT

Super battle droid

Tower turret

Dwarf spider droid

Armored Assault Tank, or AAT







Don't underestimate your low-tech mount. Maru beasts are slow, but they're great at circle-strafing and have a strong main weapon. At the beginning of this enforced hike, Anakin fends off giant gnasps. Keep at range, and this task is straightforward.

After two Separatist encounters (one involving a critical inter-

ception of a potential escapee) and a ravine trek with more gnasps, you fight a small battle for an outpost, mainly to get an AAT, which is your ticket into the main Separatist base.

You fight on foot and with Force powers there. The Separatists raise the alarm and battle back, setting the stage for a final vicious firefight in the AAT, and a narrow escape before the Separatists' main forces can assemble.

Take this mission slowly, tackling one foe at a time, and avoid enemy AAT blasts.

Mission Launch





Your transportation isn't all lowtech. Dual bowcasters and seismic chargers are fitted onto the maru beast's harness. A Separatist communications base must be infiltrated and a message sent, warning the Republic of Count Dooku's plans.



Trot forward, following Bera. Learn your beast's handling characteristics. Remember that it can sidestep—this trait is useful just ahead.



The clone troopers amass, waiting to use the combat skills for which they were born. Dozens of assault ships launch from the far side of Geonosis.



Bera uncovers a gnasp hive (Map Location #1) and shoots emerging gnasps. Stay at range to blast each gnasp. There are about five. Follow Bera in a long right turn.



You head into a long, wide clearing with huge trees on either side. Keep up with Bera, because she may need your help. You pass another gnasp hive on the left (Map Location #2).



These hives can be spotted on your radar screen, so keep a lookout for them. This hive has about eight gnasps. Don't waste powerful attacks on them, but shoot quickly, because another hive is nearby (Map Location #3).



Turn around. Bera has encountered another gnasp hive on the opposite side of the clearing, away from the rocks. This hive has around 10 gnasps to cut down while you sidestep their energy bolt attacks.



Once the combat subsides, wait for Bera to pass you by. Follow her up a steep hill. At the crest, you hear the familiar hum of Separatist robotic machinery.



Mission 9: New Alliances (Kashyyyk moon)



The three white radar blips are two STAPs and a GAT on patrol. You have the element of surprise, so charge down the left side of the slope, taking out one STAP and leaving Bera to deal with the other.



Circle-strafe the GAT. As soon as you explode this tank—preferably without the need for seismic charges—trot down to the more level area at the base of the hill.



At a distance is another hive (Map Location #4) that spews forth about 10 gnasps. They are easy to down as you run toward the hive. Circle-strafing the hive is safest.





Continue to the top of the rise behind the hive when combat is finished and Bera leads the way. Another group of white dots appears on your radar as you approach a rocky ravine.



These are three STAPs with battle droids aboard. Charge at once, fire your laser, and destroy one. The droids zoom up the hill past you, then suddenly remember where their base is and attempt to escape.



The final STAP patrol attempts to return to the communications outpost. Its escape would compromise your mission, so you must bring it down. Detonate a seismic charge if necessary.



As the remnants of the STAP cascade into the ravine wall, follow the burning wreckage down the path to the first junction. Step back and take out gnasps that emerge from a hive above the ravine (Map Location #5).



There are 12 or so gnasps to destroy before it is safe to continue. Take the left path, waiting for Bera to lead the way. As she approaches the next corner, another gnasp hive (Map Location #6) spits out ghastly insects.



Your energy wave attack can demolish all the gnasps at once, but it takes time to replenish this energy. After you down this batch of 10 or so gnasps, head toward a left turn in the ravine to find Bera.



Bera fights off more gnasps from a final hive (Map Location #7) just above the ravine. These will attack from behind as you emerge from the ravine. Turn and destroy all 12.



When there are no more red blips on the radar, turn around and emerge from the ravine, again letting Bera lead the way. She turns right and moves toward the top of a grassy bank and a copse.



Ahead is a remote Separatist outpost with an AAT waiting to be stolen. Use it to enter the main communications base without attracting attention. First, attack the outpost and obliterate the few enemies in it.



Mission objective #1 is achieved!





Get ready for an assault by about three STAPs, four super battle droids, and a powered-up AAT. Destroy them all before you take the AAT waiting in the outpost's hangar. Start off by exploding STAPs in the grass near the outpost.



Now move into the outpost, dodging the AAT's massive energy cannon attack. It's slow-moving, so circle-strafe around it and it won't have a chance to hit you.



Finally, pick off the hopelessly outclassed super battle droids. Wait for Bera to enter the hangar, then follow her. The outpost is yours!



Mission objective #2 is achieved!



The green directional arrow points to the communications base, just over the hill. Before you go there, move around the back of the conquered outpost and find your first R5 unit (Map Location #8).



Now move slowly toward the enemy base, taking care not to accidentally fire any weapons. It takes about 10 seconds to reach the base, which is 20 times the size of the outpost you just secured.



As you reach the laser-guarded perimeter, look for a central gate flanked by two tower turrets. They don't fire. The mesh recedes and you enter the base with ease. Now for the communications center....



Mission objective #3 is achieved!



The second R5 unit is hiding behind the right side of the building, near the base entrance (Map Location #9). Side-strafe over as you turn into the base, or get the unit on the way out.



Once you turn into the base, trundle right along the grassy path, then left. You pass a continuous line of GATs, each covered with an awning. Make a left turn and then another abrupt left.



You are in the middle of the base. The AAT is too large to go the rest of the way to the communications center. Anakin emerges from the AAT and continues on foot.



Follow a battle droid as it turns right, and prepare to repulse 10 battle droids as you round the corner. Use the Force push to send them flying, then continue down a crate-strewn pathway.



Tear apart a couple more battle droids with your lightsaber, then run to a shallow box and finish a final droid. Three super battle droids charge from the right side of the building.



Knock them back with a Force push and run forward to destroy six more super battle droids. Keep to the left to avoid the spider droid's laser. Three spider droids congregate here.



Mission 9: New Alliances (Kashyyyk moon)



Step back and throw your lightsaber, or engage the Force push and watch the spider droids explode. Run into the base's main grassy area, pass a building on your right, then turn right.



Before you make that turn, stop in this clearing and look left at a large brown turret. Behind a box in back of the turret is the final R5 unit (Map Location #10).



Bonus objective #1 is achieved!



Using the green direction arrow to guide you, pass the health crate (use it if necessary). Throw your lightsaber through the super battle droids. If possible, destroy a spider droid behind them.



Exterminate a couple more spider droids and super battle droids. When you see no more red radar blips, enter the communications center. Anakin sends a message to the Jedi Council, then re-emerges.



Mission objective #4 is achieved!



Use of communications by unauthorized personnel has put the base on high alert; make your way back to the AAT. Use a Force push to take apart 10 or so battle droids and four super battle droids.



Another wave of enemies incoming! Destroy four super battle droids, six battle droids, and a spider droid. Aim for the spider droid and let the explosion take care of the rest. Make sure there are no survivors.



Run back to the base clearing near where the final R5 unit was found, and destroy the spider droid.

You may have to cut down two or three battle droids on patrol. Now run around the building to the pathway littered with crates.



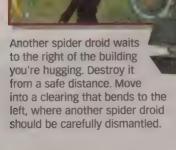
Move to the very end of the pathway, turn left around the corner, and run back to the AAT without further Separatist interference. Anakin informs Bera that the Republic is sending a fleet to intercept. It's time to leave this base!



Mission objective #5 is achieved!



While Bera talks about the difficult exit, blast the GAT that moves out from its awning. Move your AAT forward, then turn right, following the green arrow.



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STAR WARS



Two GATs and an AAT await you around this corner. Keep your distance, and destroy the AAT first, using both your weapons. Keep your finger pressed down to power up the energy beam and keep targeting!



Move to the right and eliminate another two GATs. Turn left and take out from a distance the two spider droids guarding the pathway to the exit.



You must destroy the power generators before you leave. First, destroy both turrets firing on you. Their absence leaves a gap, but not wide enough to admit an AAT. This is your last chance to pick up that R5 unit behind you.



A couple of shots takes out the generators to the left of the turrets. Now maneuver your AAT out of the base and into the forest. Head to the smaller base you captured. Use the green arrow.



Mission objective #6 is achieved!



Mission objective #7 is achieved!



A final Separatist force attacks. Destroy three STAPs at the front of the gate and a spider droid behind the trees. Then move away from the base and destroy the enemy AAT closing in.



It's relatively easy to, achieve bonus objective #3 if you know where you're going. Actual fighting and moving takes about nine minutes. The biggest risk of failing to achieve this bonus is in finding your first enemies and the R5 units.



Turn around and avoid an energy bolt from a final AAT. Use your primary and secondary firepower to destroy this foe and any stragglers. Is the radar free of red?



Excellent! You achieved bonus objective #2! Now move into the smaller outpost. Bera says that the Separatists will send their forces this way. You and the Wookiee settlers must hold off these attackers until Republic help arrives. It won't be easy....



Mission objective #8 is achieved!



Bonus objective #2 is achieved!



Bonus objective #3 is achieved!





Mission 10: The Liberation of Kashyyyk Moon

Mission Overview

Map Location Display Guide

- Trigger #
- Trigger #2
- Enemy incursion location
- Usual HAG position #1
- Usual HAG position #2
- Usual HAG position #3
- Three homing spider droids
- Harbinger
- Health crate location
- Missile crate location



Mission Information

Combatants and Craft

Anakin Skywalker

maru beast

(raft (second part): TX-130S Republic fighter tank

rother then any pilot(a) (Rock port): Bera Kazan

maru heast

other Inendly pilote.

(firm part): Wookiee rebel(s)

aft: maru beast(s)

other monthy pilots: (reconfl part): Obj-Wan Kenobi

unt: TX-130S Republic fighter tank

Mission Objectives

- Trigger the first trap.
- Destroy remaining enemy units near first trap.
- 3. Trigger second trap.
- Destroy remaining enemy units near second trap.
- 5. Defend the Wookiee village.
- Fight the Separatists back to their staging area.
- Destroy the Harbinger.

Control Objectives

- T. Make sure all squad mates survive.
- Make sure all Wooklee huts remain intact.
- Complete mission in less than

Friends and Foes

Figures

Wookiee rebel Maru beast Republic assault smu TX-130S Republic fighter tank Obi-Wan Kenobi Clone trooper

FUEL

Horning spider droid
Ground Assault Tank, or GAT
Super battle droid
Battle droid (infantry and riding STAPs)
Single Trooper Aerial Platform, or STAP
Armored Assault Tank, or AAT
Vehicle Armored Carrier, or VAC
Heavy Artillery Guin, or HAG
Harbinger



STAR WARS







This mission is difficult to complete without continuing. The enemy is strong, and your weaponry isn't the most powerful. Use the Zoom function to target incoming enemies on the pathways, and use your maru beast's special energy wave attack to sink the Separatists' plans along the first two pathways. Pull the trap triggers early to catch more foes in the rock fall.

The tough part is defending the Wookiee village. Attack the most aggressive and dangerous targets while your team defends the village. Use the energy wave on homing spider droids, and grenades plus lasers on the HAGs.

When Obi-Wan and the Republic strike force arrive, blast apart the remnants of the Separatist force. Then you face the Harbinger, an imposing foe that possesses a deadly multiple-laser cannon. Learn where the power-ups are, stay to one side and out of range, and keep launching those missiles!

Mission Launch





Two Wookiee scouts on maru beasts ride over a hillside. They hear a Separatist homing spider droid and see a scouting force of droids and GATs. Bera goes to the Wookiee village and asks Anakin when Republic troops will arrive.





The Republic forces won't be arriving for some time. Bera and the Wookiees set traps on two of the three main routes to the village to spring when the Separatists attempt to break through. Battle is the only option to protect the large third entrance.



Inside the arena the battle rages on. A mobile turnet is hastily dragged into the field of battle to destroy the remaining Jedi in the melee.



The Wookiee lookout roars a warning; it's time to head toward the first trap. Prod your maru beast into high speed, dodge a clump of trees, and follow the green arrow. Go over a rise and past two empty gnasp hives.



As you round a wide right corner, use your zoom targeting system to scout ahead. You begin to target the super battle droids, but the tall grass hides them. Begin firing at once!



Each of about 12 super battle droids takes only one shot to explode, so the combat is quick and at zoom range. Once the droids are gone, trot toward the right side rock.



...

You're attacked by a massive energy beam from a homing spider droid in the middle of the pathway, to the left of the rock. Run straight at the two homing spider droids and unleash your mount's energy wave attack.



The energy wave destroys both homing spider droids, opening the pathway ahead. This is the only way to quickly defeat both droids. Run toward the low rocks at the right of the path.





Mission 10: The Liberation of Kashyyyk Moon



Another homing spider droid attempts to hit you. Hide behind the rocks and blast the three investigating STAPs as they pass by. Another squad of super battle droids walks around your rock.



Destroy these droids from the cover of your rock. Your energy wave isn't charged yet, so head around the right side of the rock to avoid fire, or temporarily hide behind the left tree.



Before you attack the homing spider droid, zoom in and target a large, bright green switch directly behind it (Map Location #1). Shrug off a couple of hits and blast it. This explodes a massive rock, blocking the path and destroying another two spider droids.



Wait to order your teammates to attack the first spider droid, then patiently whittle down

its energy before replenishing your own health from the nearby crate; the other two spider droids will have then walked from under the falling rock when you spring the trap.



Deal with an AAT and three STAPs that attack from behind when you round the final corner to the rock fall, then confront two homing spider droids plus around a dozen super battle droids. Handle this battle with another energy wave.



Mission objective #1 is achieved!



Pick off the final enemy troops. You must clear the entire area before you're instructed to trigger the second trap. Trot back the way you came and tell your team to regroup. At the pathway exit, watch out!



Mission objective #2 is achieved!



The three hives are full of gnasps, with each spitting out about 10 insects. Ignore them.



Continue around the corner and head left, following the green arrow. The gnasps eventually stop following you. Enter the second pathway to the trigger and zoom in on your enemy.



Ahead are three STAPs and another company of super battle droids and battle droids. Target them while you move forward and take cover behind the large rock on the left side of the path. Two power-ups are there.



Storm up the middle of the pathway between the two rocks and unleash an energy wave on the two homing spider droids. Then run forward and blast more super battle droids.



Order your teammates to attack another homing spider droid ahead of you while you target the second trigger directly behind it (Map Location #2). This topples a rocky overhang, which crushes an AAT and most of the remaining foes.



Mission objective #3 is achieved!



Prima's Official Strategy Guide



If you're too slow hitting the trigger, you have to run around the AAT and fire at it. First, finish off the homing spider droid, then tear apart any remaining battle droids and STAPs.



Mission objective #4 is achieved!



The Republic reinforcements still have not appeared. Anakin and Bera rendezvous back at the village and wait for an inevitable onslaught of Separatist forces (from Map Location #3). Defend this village!



This battle is extremely difficult and may take a couple of attempts. Set your teammates to defend the village while you train your zoom target on one of the two VACs; each ship drops AATs.



Pepper the AATs with laser fire until your teammates move in to attack, then run left toward the other AAT and unleash an energy wave to the right of it. Carefully placed, this takes care of a couple of GATs charging the village.



Double back and destroy as many STAPs at the village as possible. Run to a grassy rise ahead of you, where three HAGs are taking positions (Map Locations #4, #5, #6). Unless you stop them, they destroy the village in moments!



Throw a grenade at the first one, and detonate the grenade as it touches the tank's super-structure. Meanwhile, run in a tight circle around it and lob in another grenade.



When this grenade detonates (you must perfectly time both the throw and the detonation) the HAG is almost destroyed. A final peppering of laser fire finishes it. Repeat this process for the two other HAGs.



When you destroy the final HAG (preferably the one on the highest ground), go back to the village and find the health and grenade power-ups. Shoot any stray GATs and as many STAPs as possible.



More homing spider droids are incoming! Use your energy wave to destroy both. Forget any bonus objectives if you allow these droids to live too long!



Run into the grass and target a newly arrived HAG. Tight circle-strafing, grenade lobbing and laser peppering combine to make short work of this annoyance. Return to the Wookiee village and blast STAPs and GATs. Take the superblaster when necessary.



Bera learns that the Republic fleet has entered the Kashyyyk moon system—they should be touching down in moments. Head to the left wall, where another HAG is blasting Wookiee huts. Defeat it in the usual manner.



While your teammates
defend the village, take out a
couple of incoming GATs.
Then move to the nowfamiliar rise as a few HAGs
move into firing position.
When you reach the tanks,
a Republic assault ship
descends!

Mission 10: The Liberation of Kashyyyk Moon



Fighter tanks join the battle and the tide begins to turn. After the three HAGs on the ridge are destroyed, return to the village for health and grenade powerups. Destroy the STAPs and swarming GATs.



Stay near the village for a minute or so, firing laser blasts at incoming GATs and the STAPs that continue to swarm from the third pathway ahead and to the left. Continue to blast away until you spot HAGs.



Use another energy wave to devastate the remaining AAT forces. Use your radar to find any remaining enemy units and throw whatever you have left at them. Destroy every Separatist troop. You win a bonus if you keep your teammates healthy (use them to defend the village) and another if you dealt with the HAGs swiftly enough to keep the village intact.



Bonus objective #1 is achieved!



Bonus objective #2 is achieved!



Mission objective #5 is achieved!



Anakin rides down to the assault ship's disembark ramp and dismounts. He mockingly thanks Obi-Wan for the Republic's less-than-prompt appearance. The Separatist forces must be pushed back to the staging area to gain the upper hand.



Anakin and Obi-Wan Boost toward the third pathway in fighter tanks. You cannot order Obi-Wan, but he backs you up and fires on enemies. Boost past the clone troopers and head left.



Round a wide right corner and blast a GAT from mid- to long range. Behind it are a couple of AATs, homing spider droids, and more GATs. Fighter tanks are attacking the enemy as you arrive, making your job a little easier. Take out an AAT on the right.



Three homing spider droids are at the next corner (Map Location #7). Launch a couple of missiles at each one. Take care of all three as soon as possible, then Boost forward into the staging area.



Mission objective #6 is achieved!

Boss Battle Launch!

Boss battle #3: Harbinger

Threat level: High





As Anakin and Obi-Wan enter the clearing, they discover a huge Separatist attack craft bristling with eight turrets (Map Location #8). Obi-Wan warns you that the machine is powering up its central cannon. Masses of laser shards hit the ground, instantly destroying a fighter tank!



This monster (known as the Harbinger because it acts as a guardian to the main Separatist forces amassing in the nearby systems) remains stationary, making it an easy target. Its central cannon, however, is encased and inaccessible.





You cannot hit the central cannon yet, so whittle away at four miniturrets: two on the top and two on the bottom on both sides. We chose the left side first.



If you need health, Boost left to a clearing, and pick up the health crate (Map Location #9). Moments later, a blue missile crate appears at the right side of the clearing (Map Location #10).



The mini-turrets fire cyan-colored energy bolts that are destructive but easy to dodge. Side-strafe left and right while pummeling the Harbinger with missiles and laser fire. Take out a couple of miniturrets if you can.



After about 10 seconds of firing its mini-turrets, Harbinger opens its central cannon and the mini-turrets cease firing. When you can target the central cannon, it's about to fire. Stay at far range and start shooting.



Unload every missile and blaster shot possible while moving out of range of the central cannon's pink laser fire. Eight lasers fire continuously and are extremely damaging.



Boost out of the path of the pink lasers, and hope your missiles and blaster fire halves the central cannon's health. As the lasers explode on the ground in a cloud of pink smoke, the Harbinger closes up. The mini-turrets resume firing.





Stay on the side of the Harbinger with the fewest mini-turrets. You're out of range of the other side's turret fire—the reason for concentrating on one side. After the mini-turrets resume firing, two GATs launch from the Harbinger.



Obi-Wan attempts to dispatch the GATs. Launch blaster fire at them until they both explode. By this time, the central cannon is likely to be powering up again.



Pump your remaining missiles into the Harbinger, then move to secure health and more missiles. Go back and fire as much weaponry as possible until the Harbinger's central cannon is almost destroyed.



If the central cannon still functions after a second go-round, you must avoid more mini-turret laser fire and two more GATs. Target one

GAT at a time, blow it up with both your weapons, then dispatch the second. Now wait for the Harbinger's central cannon again. If you complete this mission within 10 minutes, you receive a bonus.

•••



Bonus objective #3 is achieved!



Mission objective #7 is achieved!





The Harbinger's central cannon eventually explodes under the barrage of attacks, and the entire craft catches fire and detonates. Obi-Wan congratulates you. He then begins a missive to the Republic, requesting a base of operations here to deter future incursions. But Anakin knows why the Separatists are here. He is about to reveal their dark secrets!

Mission 11: Eye of the Storm (Rhen Var)

Mission Overview

Map Location Display Guide

Location Location Number Description

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7

Waypoint marker #1

Waypoint marker #2 2

Waypoint marker #3

Downed assault ship and arena

Communications radar tower

Communications radar tower

Wall entrance to fuel depot

Communications radar tower

Communications radar tower

Fuel depot (mission complete)



Mission Information

Combatants and Craft

Pilot: Anakin Skywalker

Craft: TX-130S Republic fighter tank

Craft (second part): All-Terrain Assault walker AT-XT walker)

Other friendly pilot(s): clone trooper pilot #1

Craft: TX-130S Republic fighter tank

Other friendly pilot(s): clone trooper pilot #2

Craft: TX-130S Republic fighter tank

Mission Objectives

- 1. Get to the downed Republic assault ship.
- 2. Defend the downed Republic assault ship.
- 3. Proceed to the Separatist fuel depot.
- 4. Destroy the Separatist fuel depot and all enemies in its vicinity.

Bonus Objectives

- 1. Reach the assault ship in less. than 90 seconds.
- 2. Don't let any allies die.
- 3. Destroy the four radar dishes.

Friends and Foes Friends

Mace Windu

Obi-Wan Kenobi

Yoda

Jedi warrior

Jedi starfighter

R4 unit

Republic assault afair

All-Terrain Assault walker,

or AT-XT walker

TX-130S Republic fighter tank

Clone trooper

Republic gunship

Single Trooper Aerial Platform, or STAP

Droid starfighter

Battle droid (on STAP and infantry)

Hailfire droid

Homing spider droid

Control turret

Ground Assault Tank, or GAT

Armored Assault Tank, or AAT

Heavy Artillery Gun, or HAG

Vehicle Armored Carrier, or VAC

Unknown

Hille Oel-Direction



STAR WARS







In this mission, you get to pilot the Republic's new AT-XT walker, which you use in the battles to come. Before you pilot one of these, however, you must reach a downed assault ship and defend the survivors.

As the machinations of Count Dooku become clearer, time becomes more pressing. This is especially true at the start of this

mission. Ignore every enemy possible as you race to the downed assault ship.

Stem the two steady streams of AATs in this arena, then start up your AT-XT and use its impressive lasers to take out an outpost.

The difficult fuel depot base assault comes last. Your walker's swiveling head allows you to walk in one direction and aim in another—a vital feature for the final confrontation.

When the AAT wreckage lands in the snow, attack the fuel depot and cripple the Separatist force.

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Anakin tells Mace Windu, Yoda, and Obi-Wan Kenobi of the devastation done to nearby systems by Count Dooku's mysterious power source. A quartet of planetary systems have reported similar patterns of ruin and torment.





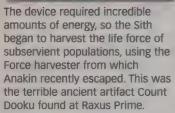
Mace Windu wonders if Count Dooku possesses a mysterious device, and Anakin pesters Mace for information. Yoda nods to Mace, and he explains the legend of the Dark Reaper. It is said that at the time of the Great Sith War, the enemy of the Jedi created a weapon so powerful none could stand against it.



More Republic attack gunships swoop down and strafe the battlefield. The clone trooper gunners are trained to blast battle droids. Chaos ensues.











Mace explains that the Dark Reaper was defeated when a fallen Jedi named Ulic Qel-Droma taught the Jedi how to withstand the device's power. After the war was over, these secrets and the remnants of the Reaper were lost. Pieces of the hated machine were hidden in the four corners





Mission 11: Eye of the Storm (Rhen Var)





Dooku has now found the pieces needed to reconstruct the Dark Reaper. If he succeeds, the Republic is finished. But how can Count Dooku be stopped? Master Yoda states that the answer lies on Rhen Var. After defeating the Dark Reaper, Ulic Qel-Droma visited that planet.





The fallen Jedi may have left his secret information on Rhen Var. That's why the Separatists were so keen to take the planet, Mace Windu muses. Obi-Wan is in charge of recapturing Rhen Var, with the inner rim's entire fleet at his disposal. Obi-Wan requests the inclusion of Master Yoda.





But Yoda's destiny lies elsewhere: with Anakin Skywalker. On the planet's surface, Anakin tells Obi-Wan that the enemy is congregating around Ulic's tomb. The information must be stored there.





As Obi-Wan and Anakin reach their fighter tanks, Obi-Wan ordered a transport ship filled with new AT-XT walkers to assault a refueling depot, the Republic's first target. The clone company commander responds that the transport has been shot down. Anakin must rendezvous with the downed ship and secure the walkers.



To reach the downed assault ship carrying the walkers and secure a bonus objective, you must reach the stricken ship via a series of waypoints within 90 seconds if you're attempting a quick completion, ignore incoming enemies.



Boost from your starting point and head over a snowy rise, staying within the main pathway. As you head up, the path bends right and a droid starfighter flies overhead.



Boost across the frozen lake, keeping to the middle of the icy promontory, and pass structures on either side until you reach the middle.

A group of Jedi starfighters fly across the sky, and STAPs are targeted ahead.



Ignore the STAPs. Boost to a wall at the end of the lake. A hailfire droid, a homing spider droid, and two control turrets block your path.



Immediately blast through the wall with missiles. If necessary, take out the turrets and the spider droid, but do it quickly with missiles.



After you're through the wall, Boost down a snow-covered slope. You reach the first waypoint marker (Map Location #1). Boost and follow the path left slightly, passing a STAP.



Use the green arrow on your HUD to find the path. The rugged terrain is difficult to follow. After a slight left turn, Boost over the next rise and ignore the hailfire droid.



Prima's Official Strategy Guide



On the snowy slopes ahead, below the hailfire droid, you pass under the gigantic frame of an assault ship. Two GATs lie in wait. Ignore them.



Make a sharp left turn over the next rise as you pass under the assault ship, and ignore the STAP. Boost down a narrowing ice trench and take the corner to the right, continuing to accelerate.



Ahead, on a raised snow alcove, is a HAG. The tank is firing, but ignore it and keep moving to the end of the pathway and swing right, passing a trio of STAPs.



You pass Marker #2 (Map Location #2) and make a sharp left turn down a bumpy slope, almost running into two GATs. Boost forward as another giant assault ship moves through the sky. Ignore another HAG in a snowbank to your left.



Two hailfire droids guard the entrance to the next ravine. Boost between them, ignoring their missile attacks. This leads you to another reinforced wall guarded by two control turrets and a homing spider droid.



You're also visited by a GAT or two that have followed you, so quickly demolish this next wall. Cut through the spider droid and turrets if necessary, then destroy the wall with missiles. Boost through.



You appear in a ravine that gradually turns left. Pass the next marker (Map Location #3). Stay to the right side, and pass a hailfire droid as you approach two large crates on the right wall. These flank a missile crate.



Take the crate and Boost around the right corner, back onto the path, and past two AATs. The wrecked ship is directly ahead in a large icy arena. Boost toward it.



Obi-Wan radios, ordering you to make sure the downed transport ship stays in one piece. Make it to this arena (Map Location #4) within 90 seconds, and you get a bonus objective. Boost forward and engage the AATs ahead.



Mission objective #1 is achieved!



Bonus objective #1 is achieved!



When the two AATs are destroyed, make a short sweep right, turning back to the arena entrance. The AATs you passed before are incoming. Blast them apart with your missiles, then take out a couple of GATs.



A mass of enemies moves in from the ravine. Turn around (ideally on the left area of higher ground), and target the HAGs with missiles. Order your teammates to take one HAG out while you deal with the other.



After another couple of AATs go down, turn your attention to the AATs that appear at the right part of the arena. Your walker friends cannot cope with this incursion alone. Boost in and target.



Mission 11: Eye of the Storm (Rhen Var)



You find about four AATs and two GATs. Pelt them with missiles and blaster fire until you stop the enemy charge. Then wait for more enemies to arrive from either of the two entry points you just

If you run out of missiles, Boost up the narrow ramp or the hillside to an alcove on the upper right side of the arena. A communications tower stands there (Map Location

Destroying four communications

towers achieves another bonus objective. You've dealt with the only tower in this area. Now take the health, missiles, and superblaster power-ups and head

back into the action.

discovered.

#5). Destroy it.

Land and immediately use your superblasters on four more AATs that enter the battle arena. Mop up the remaining GATs while your blaster power is still supercharged. Head back to patrol the two entrance points.



Four AATs and two GATs appear, along with a couple of hailfire droids. These are the last of the Separatist forces that attempt to damage the assault ship. Use all your missiles to defeat these final adversaries.



Anakin radios Obi-Wan to tell him that the walker units are intact. Obi-Wan is pleased, but says the mission is not over yet. You must now lead a squadron of AT-XTs and destroy the fuel depot to cripple enemy movements.



Mission objective #2 is achieved!



You're inside the cockpit of the AT-XT walker with instructions to move quickly to the Separatist fuel depot. You have one last chance to destroy the first communications tower—up and right of your starting location.



Stride toward the sloping part of the left snowy hill so you cover as little distance as possible and catch up to the lead walker. These walkers act independently, although you are still responsible for any destroyed!



Stride alongside the lead walker. Make an abrupt left turn, walking down a narrow snow canyon to an initial enemy outpost that leads to the fuel depot. It takes seconds to blast three STAPs in the distance.



A control tower starts firing on your lead walker. Return fire and destroy it. Get a little closer to destroy it; it only takes a moment. Continue to walk along and into the base, where gunships patrol the skies.



Immediately behind the control turret is the second communications tower (Map Location #6), which is easier to aim at than the turret you just blasted. If you didn't destroy this when you attempted to hit the turret, now's the time!



Bring up your zoom and destroy the control turret on the left side of the base entrance. Deal with three incoming AATs, shooting laser bolts into each.



The AATs blasts are damaging, and the walker can't move out of the way. Bring up your shield to afford you and your walker units some protection before bringing the right-side control turret down.







STAR WARS CLONE WARS



Squadrons of battle droids on foot are scattered along the ground as you reach the main outpost wall (Map Location #7). Attack them. Keep striding forward. Your colleagues are holding back.



A VAC comes into view and touches down in front of the main wall. As it attempts a landing maneuver, head to the left battle droid factory. Lob a couple of missiles at it and hit it with laser fire until it explodes.



Move across the walled area, demolishing both the control turrets, and blast away at the second battle droid factory on the right side of the outpost. Lob a couple of missiles until it explodes.



moving. To keep them safe, be quick. The VAC has landed, depositing two AATs in the middle area. Make short work of them with your laser. Your missile banks have been restocked. Conserve them!



During the demolition of this outpost, use your walker's swiveling head, which allows you to walk in a straight line while aiming left and right. Walk a path that isn't filled with obstacles, then pivot your head left and right. This ability is vital for the upcoming battle



The final action is to blast open the wall to the fuel depot, then finish up combat in this area by blasting all the battle droids until no more red blips appear on your radar. Advance through the smoking wall ruins.

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Mission objective #3 is achieved!



If the previous attacks sapped your health, move to the cluster of boxes and take the health crate. You cannot come back to this crate, so take it now, even if your health is almost full. Head right.



You have about 30 seconds to move into the heavily guarded final fuel depot before the walker units stride in to help you out. You're better off without them, because a bonus objective rides on none of them being destroyed.



Round the corner to your left. Aim your lasers at the two GATs atop the large bridge, ideally after zooming in on them. Ignore the battle droids. The bridge collapses a second later.



One or the other of the GATs survives the bridge explosion, so be wary. Walk down the ravine, pointing your walker right. Take apart a control turret on the right side as the base becomes visible.



Turn the walker's head left and take out the turret on the opposite side. Ahead lies one of the most vicious firefights in this entire saga! Stride onward but turn the walker slightly to the right.



Do not attempt a frontal assault on this area—the mortar fire from the AATs and HAGs, plus the laser fire from turrets and GATs, destroy your walker in seconds. Use the plasma. shields on the AT-XT when you start taking enemy fire You haven't the maneuverability to dodge a firefight



To complete this mission without AT-TX loss, aim your lasers as you cross the remnants of the exploded bridge and target the fleet of AATs in the valley. Take the lead one out before you lose altitude and the tank drops from view.



Mission 11: Eye of the Storm (Rhen Var)



You can also destroy an AAT on the left and one on the right, but watch as HAGs move into position. Obi-Wan radios to tell you that the fuel depot is your main target. But the safety of your walker brethren—and finding those two communications towers—is also of paramount importance.



Move your walker along the right upper ridge on the upper ground of the arena, turning left as you stride off. As you pass the snowbanks, aim down at the AATs.



As you progress, a great many mortar energy shells streak at you. They fall behind you if you keep moving. Stand by the crates you spot, turn around, and take care of the GATs and STAPs chasing you.



Use the shield and take extra care in this area before striding onward and destroying the third communications tower on the upper area to your right (Map Location #8).

You're right next to it.



Destroy as many of the AATs and HAGs at the front of the arena as possible. Then continue around the side as the elevated area slopes down. Take out some STAPs and another control turret.



You're now on the arena floor.
Don't charge directly at the enemy.
Continue to walk toward the rear
of the arena and fire to your left.
After you clear the immediate
area, move into the middle.



Bring up your shield and take care of any remaining AATs and HAGs in the front of the area, attacking from behind with lasers and missile shells. Secure the initial arena area, walk toward it, turning right to view the enemies at left.



They should be in the far left part of the arena, below the final communications tower (Map Location #9). Plot your trajectory so you pass through a health crate while continuing to move and fire at a 90-degree angle from your walking direction.



After you destroy a final control turret and a couple of AAT stragglers, concentrate your laser fire on the final communications tower. When you destroy this tower, you achieve a bonus objective!



Bonus objective #3 is achieved!



Finally, turn your attention to the flashing red icon on your radar—the fuel depot (Map Location #10). Destroy the depot after you destroy the communications towers, and be sure to take care of all enemies, including the remaining battle droids.



Did any of the allied forces die during this mission? This includes your teammates in the fighter tanks, the AT-XTs at the first arena, and the AT-XTs on the final assault. For the best bonus results, remember to stay near the walkers in the first battle and clear the HAGs in the final confrontation.



Bonus objective #2 is achieved!



Mission objective #4 is achieved!



Once you destroy the fuel depot, the mission is complete. Lob your remaining missiles at the depot until it explodes. Obi-Wan radios in to congratulate you. You have a distinct advantage in the coming battles! Now meet up with Obi-Wan at the Jedi temple.



STAR WARS CLONE WARS

Mission 12: Lost Legacy (Rhen Var)

ission Overview

Map Location Display Guide

Location Cocation Number Description

- - Waypoint #1

 - Waypoint.#2

 - AT-TE platoon entrance #1
- AT TE platoon entrance #2
- www.landingarea i
- W/C landing area + 1
- MAC blasting point #1
- MAC blasting point #2 10



dission Information

Combatants and Craft

Pllot: Anakin Skywalker

Craft: Republic gunship

Craft (second part): TX-130S Republic fighter tank

Mission Objectives

- 1. Destroy all enemy units at Separatist outpost.
- 2. Follow the waypoints.
- 3. Destroy all turrets at command center.
- 4. Proceed to the next waypoint.
- 5. Destroy enemy convoy before it reaches the temple.

- 6. Proceed to the Jedi temple.
- 7. Protect Republic ground forces.
- 8. Defeat the Spectral Guardians.

Bonus Objectives

- Destroy six enemy VACs.
- 2. Complete the mission in less than 12 minutes.
- 3. Make sure at least two MACs survive.

Friends and Foes Friends

Republic gunship

All Terrain Tactical Enforcer, or AT-TE walker

Mobile Assault Cannon, or MAC

Foes

Techno Union ship

Core ship

Hailfire droid

Armored Assault Tank, or AAT

Control turret

Ground Assault Tank, or GAT

Vehicle Armored Carrier, or VAC

Trade Federation Multi Utility Transport, or MUT

Spectral Guardian



Mission 12: Lost Legacy (Rhen Var)







A meeting with the fabled Ulic Qel-Droma is the culmination of this mission. But first, you must systematically destroy the Separatist bases on Rhen Var leading to the ancient Jedi temple where the body of Ulic rests.

This mission requires you to blast everything that doesn't have a Republic radar signature. That

includes dozens of control turrets and minor ground forces, followed by an accelerated chase of two VACs. Tag another control turret before destroying a slow-moving convoy from behind.

The final air battle has you defending two convoys as they advance into Core ship-firing range. Once dozens of AATs and hailfire droids have been dismantled and the Core ship destroyed, Anakin enters the tomb of Ulic Qel-Droma in a fighter tank, ready to face the Spectral Guardians. Find their resting places and blast them apart to get an audience with the fallen Jedi.

Mission Launch





Techno Union ships and a massive Core ship land at an ancient Jedi temple—the supposed tomb of Ulic Qel-Droma. The Core ship spills out countless hailfire droids and AATs. A curt Kenobi radios in, telling you to proceed to the navigation points and await instructions.



Obi-Wan has an urgent task: Shut down the enemy outpost you're flying over and cut off the enemy troop reinforcements. Destroy every enemy in this valley.



Blast the control turret on the building to your left, then dive to almost ground level to dispatch a group of three GATs. Just ahead are two of your force's AT-TEs.



The Republic gunships carrying Mace Windu and Yoda near the five Techno Union Ships as laser fire lights the ground. A Techno Union ship attempts takeoff.



Slow down as you fly over the AT-TEs. Aim your gunship upward to the two control turrets on the right side of the valley. Don't waste your composite laser—use regular laser fire.



Swing back and take care of another building on the left side of the canyon. Two turrets need the attention of your precision weaponry. A split-second later, zap the two turrets on the right building roof.



At the main part of the base, deal with both moving ground troops and control turrets. Start by removing the three tanks in the middle of the infantry battle, then take out the control tower at right.



Destroy a control turret on the upper plateau of the canyon, then swing back and point your craft to the right to obliterate two turrets high on the right canyon wall.



STAR WARS



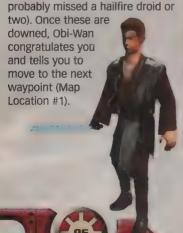
Swoop down and use both composite and regular laser fire to blow up two hailfire droids entering the infantry battle area. Then blast the two control turrets up ahead, low and to the left.



Directly above the two ground turrets are two more control turrets on the upper left plateau. Demolish these, then swing right and blast two ground turrets on the right, partly hidden by a building.



Check your radar for red blips (you probably missed a hailfire droid or





Mission objective #1 is achieved!



Accelerate through the building archway, or under the bridge span if you feel adventurous. Two VACs attempt to leave in a hurry.



Obi-Wan requests that you dissuade them, so fire off salvos of missiles and composite laser fire until the first VAC falls in flames. Speed up—the second ship is attempting to escape!



If you're too slow, you don't catch the second VAC, so accelerate after the canyon battle. Pursue the second VAC, and it crashes in flames around the first corner.



If it doesn't crash, accelerate around the right canyon curve. Swoop low over the waypoint. above a frozen lake-a missile crate floats above it. Continue to chase the VAC if you failed to bring it down.



Mission objective #2 is achieved!



You pass a canyon with a frozen lake. Ignore the two control turrets on the lower right side and two more on the left by the main building. Continue down this canyon.



Any VACs you missed now exit the

Location #2). If they get away, you

fail to achieve a bonus objective. If you brought both VACs down, you

planet's atmosphere over the

mountains in this zone (Map

are successful.

Obi-Wan relays another message: Take out all the turrets at this command center. Be quick because you're needed at the Jedi temple! Swoop in on the left, taking out the two turrets on the first building.



Slow down and destroy another turret in the corner of the building structure along the left canyon bank. Then, as Jedi starfighters amass in the skies, move along the left building structure and

take out a cluster of four turrets-two ow, two high.



You pass two more turrets on the right and two on the left. Ignore them. After a right turn, the canyon widens and another outpost appears.





Mission 12: Lost Legacy (Rhen Var)



Detonate three more turrets on the left building base as the canyon widens around a corner. Then cross the far end of the lake and take care of two turrets jutting out of a wall building—two on the right side and one below.



Follow the right side canyon wall. At the next corner, take out two more control turrets. Then slow down and swoop. Three more turrets are on the building near the ground level. Quickly take out all of these.



You can circle back and blast the turrets you spot. You don't have to destroy them in one pass. Aim at the grouping of four turrets in the far left canyon side, near the canyon exit, then go back the way you came.



You probably missed some turrets, so double back and strafe the entire area, looking for target

signatures. The turrets easiest to miss are three placed near building overhangs that made aiming tricky from the other direction.



Mission objective #3 is achieved!



While Obi-Wan deploys gunships to take care of the command center buildings, head for the next waypoint (Map Location #3). Follow the green directional arrow to a winding canyon, passing the gunships as they head in the opposite direction.



Blast apart the large ice sheet as you continue down the canyon. Swoop down to waypoint #2, collecting missile and health crates if you wish.



Mission objective #4 is achieved!



Pepper two more ice walls with laser fire. You emerge in a long, straight canyon, flying under a natural archway. Ahead is a convoy. Destroy it before it reaches the temple!



Eight Trade Federation MUTs are flanked by eight AATs and a couple of bothersome turrets. Fly back to waypoint #2 and grab missiles if you need extra firepower.



Use the composite laser on an MUT from a distance and slow down as much as you can. You need as much time as possible to launch your attacks. Target through the MMTs and launch missiles at every one.



Attack and destroy the turret before moving back to the main enemy convoy force. Follow the convoy, blasting it from the rear. Take out another turret on the right, then another on the left.



Use all your weapons for this barrage. After another turret on the right and another on the left, you see another ice wall ahead. Keep firing missiles and composite lasers at the MUTs and AATs.



Pick off the AAT remnants. The convoy is obliterated. Obi-Wan thanks you for your deft flying. Proceed to the Jedi temple (Map Location #4). Take out two more turrets on the way.



Mission objective #5 is achieved!





Blast through the ice wall and you appear in the temple area. Two squadrons of four gunships drop off AT-TEs to act as fire support from the right canyon (Map Location #5) and the left canyon (Map Location #6).



To recapture the area, both platoons must survive. You must be vigilant in scouting for enemies attacking both squads. Giant plodding MACs follow the AT-TEs in.



Mission objective #6 is achieved!



When you regain control of your gunship, swoop down and take care of three AATs in front of you.

The giant Core ship is in the background. From there, swing left and destroy the Techno Union ship.



Turn right while still flying relatively high, and destroy three more AATs headed for the far AT-TE platoon. Make short work of them with your composite laser, and destroy the second Techno Union ship nearby. Note the health crate above it.



Head toward the first platoon's entry point and destroy the two hailfire droids and three AATs the platoon is fighting. Check this spot frequently to be sure your troops aren't being overrun.



Move to the other corner of the arena canyon, and blast apart three more of the lead AATs as they head for the second platoon. By now, there are dozens of AATs and a few hailfire droids to combat.



These AATs are being deposited from the underside of the Core ship. If you wish, fly under the Core ship and blast all the AATs to keep them from reaching the platoons.



It's a dangerous proposition, however, because mortar rounds may hit the Core ship's support legs or scrape the ground and bounce back into the Core ship.



Skirt the Core ship in a circle, firing at emerging AATs, then take care of the third and final Techno Union ship. A few seconds later, Obi-Wan radios in with worrisome news.



Two VACs are about to touch down with troop reinforcements. You cannot allow this to happen. Gain altitude until you spot the first VAC attempting to land (Map Location #7). Blast it with composite lasers and missiles.



If the VAC lands, tanks of all description overrun you. While you're busy blowing them up, the second craft lands. Don't let this happen. After you destroy the first VAC, circle the Core ship.



A second VAC soon appears and attempts to land (Map Location #8). Launch a couple of missiles and some laser fire. Watch the VAC catch fire to be sure it's going down.





Mission 12: Lost Legacy (Rhen Var)



During this diversion, the Core ship unloads many more AATs and around four hailfire droids. Destroy the six nearest AATs in one area, then accelerate to the second and repeat the task. Wipe out the hailfire droids.



Swoop low and slow down when blasting the AATs, then gain altitude as you zoom to the next area. Note the missile crates hovering over each of the now-destroyed Techno Union ships, and the health and missile crates floating above one of the buildings.



The air combat continues in a frenzy of gunfire and precision flying. Two more VACs try to land. Those always take precedence over the ground forces. When they're down, move to destroy the tanks nearest the convoy, then switch to view the other convoy.



If you take care of all six VACs in the mission, you achieve a bonus objective. Continue the enemy bombardment. Slam laser fire into AATs, destroying the tanks in groups of three. Continue around the battlefield in a circle around the Core ship, firing at every threat.



Bonus objective #1 is achieved!



Remember the hailfire droids that appear intermittently—they can tear an AT-TE apart. Check on your convoys as they plod toward the Core ship, just in case an enemy manages to sneak by.



After you destroy around 20 more AATs, Obi-Wan realizes that the Core ship itself must be destroyed. It is depositing too many units. The MACs are now close enough to target the Core ship. Defend those MACs!



The enemy is almost upon your forces when you gain control again, so unleash missiles, flying between convoys to avert an AT-TE casualty. Go back and forth until the immediate threat is past.



Another trick is to move between the Core ship and the Jedi temple, picking off tanks before they get within firing range of your convoys. Attempt this only when the convoys aren't under active attack.



You must take out about 20 more AATs and a couple of hailfire droids before the MACs inflict enough damage to drop the Core ship to the ground. Accelerate out of its way as it falls. If more than two AT-TES survive, you achieve a bonus objective.



Bonus objective #3 is achieved!



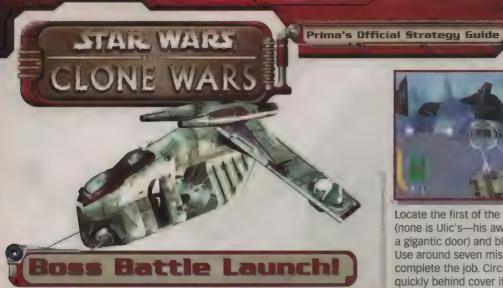
Mission objective #7 is achieved!





Anakin's attack gunship descends to the base of the Jedi temple. Obi-Wan tells Anakin that more enemies are incoming, but that he will provide fire support while you enter the Jedi temple and secure the information. Both Jedi feel a disturbance in the Force—the guardians of Ulic's tomb are sworn to guard their Master for an eternity!





Boss battle #4: **Spectral Guardians**

Threat level: Very High





There is much to be gained by completing this tomb desecration on your first attempt. Start by investigating the tomb without firing any weapons.



Three Spectral Guardians—the essences of dark Jedi-are bound to serve Ulic Qel-Droma for an eternity. They are in the middle of this gigantic circular temple.



Do not fire on the Guardians in their transparent tombs. This releases them, allowing them to attack you with a mixture of energy and psychic waves that can shatter your tank in seconds.



If you accidentally blast apart an encased Spectral Guardian, it begins to chip away at its brothers' encasements. Instead, search for three coffins.



Numerous ice hills and coffins dot the exterior of the temple. Don't destroy them. The hills make great spots to hide from the Spectral Guardians' attacks.



Locate the first of the three coffins (none is Ulic's-his awaits behind a gigantic door) and blast it apart. Use around seven missiles to complete the job. Circle-strafe quickly behind cover if you are attacked.



You cannot target the Spectral Guardians, and they do not show up on the radar. They are invincible until you destroy their coffins. When you destroy the first coffin, a Guardian disappears into the ether. Zoom around and search for the second coffin.



Blast the remaining two coffins as the Guardians blow up the ice hills you're hiding behind. Be quick,



...

When you destroy the third coffin, the last of the Spectral Guardians is destroyed with it. Anakin moves to a gigantic stone gate leading deep inside the rock and alights from his tank. He is about to face Ulic Qel-Droma! If you complete this mission in less than 15 minutes, another bonus is yours.



Bonus objective #2 is achieved!



Mission objective #8 is achieved!





Mission 13: Desperate Gambit (Thule Moon)

Mission Overview

Map Location Display Guide

Landa Herrica

- Crater entrance
- Trade Federation landing ship unloading point (right)
- Irade Fraerelle i landing ship unloading point (left)
- Hillside mortar location
- Shield generator base wall
- Charger coupling #1
- Charger coupling #2
- Charger coupling #3
- Charger coupling #4
- 10 Shield generator



Mission Information

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Combatants and Craft

Filot. Anakin Skywalker

Conft. TX-130S Republic fighter tank

craft (second part); All-Terrain Assault walker (AT-XT walker)

Other mendly pilot(i)

Clone trooper Bravo Three

craft: TX-130S Republic fighter tank

Other Friendly pliot(a)

Clone trooper Bravo Four

craft: TX-130S Republic fighter tank

Mission Objectives

- 1. Defend the Republic assault ship from all attackers
- 2. Escort convoy to shield generator complex.
- Destroy four shield generator charger couplings.

Bonus Objectives

- Keep Republic assault ship shields above 50 percent strength.
- 2. Destroy all reactors.
- Get at least two convoy units to the shield generator.

Friends and Foe

Trigords

Republic assault ship

Jedi starfighter

R4 unit

All-Terrain Assault walker, or AT-XT walker

Republic convoy transport

FAIEL.

Trade Federation landing ship

Droid starfighter

Hailfire droid

Ground Assault Tank, or GAT

Armored Assault Tank, or AAT

Wall turret

Heavy Artillery Gun, or HAG

Homing spider droid

Single Trooper Aerial Platform,

or STAP

Battle droid (on STAP)

Tower turret

Composite Alleres from









Slow advances and convoy defense characterize this straightforward but sometimes overwhelming mission. You start in a crater.

Destroy every HAG and AAT before one can fire a shot into your assault ship's hull. Use and restock your missiles!

After the engineers in the convoy vehicles have been deployed, you

switch to the AT-XT walker. Use your zoom target almost exclusively to clear your path. You arrive at the shield generator base.

You're on your own here. Use your walker's shield and shoot foes as you advance in a steady clockwise circle around and into the generator. Keep your cool—and your distance.

Mission Launch





Anakin disembarks from his fighter tank and strides toward the tomb. The spirit of Ulic Qel-Droma appears in a shroud, murmuring that Anakin has passed the test. New information reveals that Ulic Qel-Droma is a venerated Jedi Master who defeated the Dark Reaper during the Great Sith War. Anakin needs to know how to stop it again.





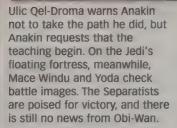
Ulic Qel-Droma says that he can help Anakin harness the Force and make himself temporarily immune to the Dark Reaper's effects. This knowledge comes at great risk, however, and could lead Anakin to the dark side. Anakin shrugs off the warning, but is startled when Ulic reveals that he himself wasn't impervious to the dark side's lure.



The Techno Union ships cannot be allowed to launch! A Republic attack gunship accelerates to intercept and destroy the Separatists.











Mace Windu prepares to move the fleet to Rhen Var. He is unsure of where the Dark Reaper is or how to defeat it. Anakin and Obi-Wan enter. Anakin's knowledge startles Mace. With an assembled squadron of clone troopers behind him, Anakin informs the assemblage that the planet in question is the ancient Sith stronghold of Thule.





Mission 13: Desperate Gambit (Thule Moon)





All fleets in the system converge on Thule. Before an attack can begin, a planetary shield from a massive shield generator on a nearby moon must be destroyed. Anakin will lead a strike team to the moon. When the generator has been disabled, Obi-Wan begins an aerial attack of strategic positions on Thule.





Mace Windu leads a frontal assault on Kesiak, the remnants of Thule's ancient city. When the city is in Republic hands, Anakin enters the Sith temple to defeat the Dark Reaper. The fate of the Republic rests on this battle.





Anakin's landing has been detected, and a large Separatist army is on an interception course. Anakin must defend the Republic assault ship until it lands and all its troops disembark. If the ship falls, the Republic lacks the firepower to destroy the shield generator. A nearby Trade Federation landing ship is depositing enemy troops.



Bravo Four, one of your copilots, warns that enemies are streaming down the crater entrance. Turn right and shoot a small, bulbous turret sticking out of the crater wall. Turn left.



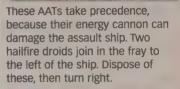
From the crater entrance (Map Location #1) come two hailfire droids. Demolish them with a couple of missiles as they pass. Destroy a second turret to the right of the first.



Boost beneath the huge Republic assault ship and take care of two GATs, using radar to locate them. Then Boost up the crater wall to take care of two more turrets. An AT-TX walker may be finishing off one for you.



When you return to the left side of the crater, you spot about six more GATs. Destroy them quickly. Three AATs are moving down the crater side from the Trade Federation landing ship (Map Location #2).





Three more AATs are incoming. They attempt to destroy friendly walkers as they emerge from the assault ship's landing ramp. Swing around and destroy them, then face forward.



Thwart another hailfire droid threat. If the screen shakes, hailfire droids are attacking you. Boost forward and blast them with missiles before resuming AAT destruction.



Prima's Official Strategy Guide

STAR WARS



Your troubles have just begun. The Separatists launch HAGs, which take up positions at the crater entrance. Two move to either side of the assault ship.

If you run low on missiles

landing ramp and into the

assault ship's (argu bay Inside are haalth and

missile crates. Exit out

the other side.

or health during this

battle, he if up the



Blast the HAG on the left side of the assault ship with missiles and blaster fire. Boost to the other side and repeat the plan on the second HAG. Boost up the crater, toward the Trade Federation landing ship.



A third HAG is launching projectiles at the assault ship. Ignore the hailfire droids, GATs, and homing spider droids on this plateau. Concentrate your firepower, and that of your copilots, on this HAG.



A Trade Federation landing ship touches down on the crater's left side (Map Location #3), and

two more HAGs appear on your HUD and radar. Boost to the crater surface to hunt those tanks.



While your copilots attack the nearest HAG, Boost after the one farther away. Destroy it with three missiles and some blaster power. Return and help your friends destroy the damaged tank.



The crater arena is still an obstacle course of hailfire droids and GATs. Take care of what you can, after making sure no AATs or HAGs are left. All the enemies of this wave have been destroyed. If you took care of HAGs with missiles, the assault ship's hull is still at more than 50 percent strength. You achieve a bonus objective



Mission objective #1 is achieved!



Bonus objective #1 is achieved!



A convoy of three Republic convoy transports carrying engineers will help you reach the shield generator. Protect the engineers until they reach the generator entrance. You now pilot an AT-TX walker unit.



You can still issue orders to your copilots in their fighter tanks. Remember this later! For now, head toward the crater exit. Zoom in and destroy the three STAPs from far range.



Mission 13: Desperate Gambit (Thule Moon)



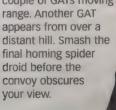
Continue forward, training your zoomed weapons on three GATs that come over the rise and attempt to engage the lead convoy vehicle. Try to run a diagonal path so you're striding in front of the lead convoy vehicle.



Activate your shields, then zoom in and blast a homing spider droid from far range. Start with the one on the left, because your convoy may soon block your view of it. Lock on a second spider droid and order your teammates to attack.



This gives you time to destroy a third homing spider droid and a couple of GATs moving in to close





Aiming at enemies is tifficult when the convoy blocks your line of sight. Your walker also makes aiming difficult. Use straight routes, know your enemy position, and let your team take out minor foes such as GATs while you blast homing spider droids.



The convoy halts when distant HAGs shell the lead vehicle. The HAGs destroy convoy vehicle #1! Another GAT pops out of a side crater. When the dust clears, move forward.



Zoom in to the hillside area ahead and left (Map Location #4), where two HAGs are blasting. Return fire with your main weapon until both are destroyed. Continue to walk forward as you zoom and fire.



The convoy begins to move. You're peppered with GAT laser fire. While you're destroying the second HAG, raise your shields and attack the GATs only after you destroy both tanks. Have your wingmen help you with the GATs.



Head up the ascending roadway. Take a circular path on the left side so you don't get stuck when the sides of the right road slope down. Keep a constant zoom, and take care of the two tower turrets flanking the road.



Immediately after you destroy the turrets, train your weapons on the GATs streaming down the hill. Your lasers destroy each in two blasts. Destroy two groups of three each.





Trudge forward, keeping as much distance between you and the convoy as possible. As you move up onto a huge flat plateau, aim right and take out an AAT.



Swing around to the left and take out a second AAT hiding behind rocks on the side of the path. Use your regular viewpoint to blast apart six GATs while moving forward.



Ahead is a narrow bridge, flanked on either side by reactors guarded by homing spider droids. Move in front of the lead convoy ship, and zoom in on the right side reactor.



A mortar takes care of the homing spider droid, and laser fire quickly demolishes the reactor. Skip the two waiting GATs, or remove them. Note the health crate where the reactor once stood.



Keep shields on the remaining convoy vehicles as high as possible. Quickly demolish that tower turret before it burns a hole through your lead vehicle's hull.



It is vital to secure a clear line of sight. Blast apart the two homing spider droids (let your teammates help you), and stride forward so the homing spider droids fire at your shields, not the convoy.



Zoom in on the upper left, as the path turns right onto the bridge, and take care of two AATs holed up between the rocks. They can inflict severe damage.



While you're ahead of or to the left of the lead convoy vehicle, zoom in on the homing spider droid guarding the second reactor on the left platform halfway across the bridge. Launch a mortar at it, then destroy the reactor.



Order your teammates to attack the GATs heading in to annoy the convoy. Concentrate your firepower on the tower turret at the far side of the bridge, to the right. Blast it before it takes apart the lead convoy's shields.



Just behind the right side turret come three AAT tanks. Blast at least one, and send your teammates after the ones remaining. Turn your attention





Move to the right side of the convoy, and zoom in on a third reactor on the right side of the path. Trot forward until you target the homing spider droid. Launch a mortar at it. Then destroy the reactor and the two nearby GATs.



Swing your AT-XT around to the left and demolish another AAT hiding in a cluster of large rocks on the left side of the road. Another AAT waits behind the first. Stop it, too.



While GATs charge the lead convoy vehicle, the sealed wall to the shield generator appears in the distance (Map Location #5). Swing right and target the tower turret blasting the lead vehicle.



Turn left, take care of the GATs moving around the lead convoy (request help!), then cross the convoy path to the final platform, which houses a reactor. Blast the

homing spider droid with a mortar and take out the reactor. If you destroy all four reactors, you accomplish a bonus objective.

...



Bonus objective #2 is achieved!



Ignore the health crate on the reactor platform. Activate your shields and move toward the main generator wall. Target the AAT on the left side of the roadway.



Stay on the upper ground to the path sides. This lets you fire over the convoy at the two tower turrets guarding the complex. Demolish any GATs combating the convoy, which has now reached the generator wall.



Mission 13: Desperate Gambit (Thule Moon)



While the two convoy vehicles attempt to open the entrance, aim at the AAT on the right side of the roadway near the rocks, and the four GATs that move to an attack position from behind the same rocks.



Soon after moving to the generator gate, the engineers gain access to the shield generator.

Mace Windu informs you that you must destroy the four charger couplings.



Mission objective #2 is achieved!



Bonus objective #3 is achieved!



Stay at a distance and lob a mortar at the homing spider droid guarding the destroyed wall.
Retreat before the wall explodes.
Advance and demolish the AAT tank on the right side of the interior.



Enter through the broken wall and plant a mortar in the second homing spider droid. Dispatch a second AAT hiding inside the left wall wreckage. Ignore the red target markers to your right and slow down.





Peek around the left wall and use your cannon to destroy the turret on the right side. Then take care of the turret on the left. Take the health crate before demolishing the wall.



Behind the wall are two AATs, a homing spider droid, and another turret. Bring up your shields as soon as you destroy the wall. Fire a mortar at the spider droid, then finish the AATs and the turret.



Move to the center of the circular path, shoot out the next wall, then bring your shield online. Behind the next wall is a turret, and behind that is an AAT. Demolish the turret, the AAT, and another turret from zoom range.



Move to the left of the path; a homing spider droid is in the next platform section. Bring up your shield. Destroy this enemy, then take out another AAT and two turrets in the distance.



Take out the next wall with zoomed blaster power. Target the turrets in front and behind the now-demolished wall. Several additional targets hug the right platform area.



Move left to target them correctly, and bring up your shields. Destroy the AATs and the homing spider droid. The enemy firepower can seriously damage your walker, so keep firing!



Just behind those enemies is another turret. Take care of it, and enjoy a breather from enemies for a few seconds. There's no more platform, either. The ledge turns into a downward ramp leading to the generator itself.



Zoom in and fire on the six red targets as they appear over the ramp and onto the platform. These are GATs, easily dispatched. Now walk down the ramp.



Toward the bottom of the ramp, zoom in on a homing spider droid ahead of you, and bring up the shields. Take out the droid, and another as it, too, moves into firing range. Stride toward the first charger coupling.



You've no more enemies to your right, only the massive generator. Keep moving forward. Zoom in and take out another turret at far range, then destroy the first charger coupling (Map Location #6). It only takes four shots.



Destroy, at range, two hailfire droids behind the coupling. Move left to widen your viewing angle, then stride past the first coupling base and into the range of another laser turret.



Blast the turret and another behind it, then zoom in on three red targets appearing from the platform above. These are GATs that drop off the platform to attack. You can take out two of them before they reach your ground level. Then take out the third.



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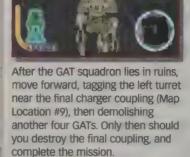
Zoom in on the next charger coupling (Map Location #7), and take out the next turret before you spot two new enemy units—the Corporate Alliance droids. You quickly wipe them out with laser fire. Now advance.



The second charger coupling can be destroyed in moments. After it explodes, move left to the next coupling (Map Location #8). Don't aim at it yet.



Instead, take out the turret and a second turret to the right, just behind the coupling. Then take out the coupling. Mop up two GATs that trundle into view at extreme range. Eight more GATs follow them.





Mission objective #3 is achieved!





Anakin informs Mace and Obi-Wan that phase one of the operation is complete, and the planetary shield of Thule has lowered. Republic assault ships descend into Thule's atmosphere. Anakin readies himself for a final battle against the Dark Reaper, after Obi-Wan and Mace's missions are complete.



Mission 14: Assault on Thule (Thule)

Mission Overview

Map Lucation Display Guide

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- Techno Union ship #1
- Techno Union ship #2
- Techno Union ships #3 and #4
- Techno Union ship #5
- Techno Union ship #6
- Techno Union ship #7
- Engineer drop-off zone (near energy farm)
- Techno Union ship #8
- V Engineer drop-off zone (near energy farm)
- 10 Centre Umšladaticu



Mission Information

Combatants and Eraft

milot Obi-Wan Kenobi

conff: Republic gunship

Mission Objectives

- Destroy all opposition at the landing zone.
- Destroy first energy farm.
- Destroy second energy farm.
- Destroy the command installation.

Bonus Objectives

- Destroy all eight Techno Union ships.
- Complete the mission in less than nine minutes.
- Keep all engineers alive.

Friends and Foes

Friends

Republic assault ship

Clane treoper

Clone engineer

All-Terrain Tactical Enforcer,

or AT-TE walker

TX-130S Republic fighter tank

1000

Techno Union ship

Plasma turret

Droid starfighter

Hailfire droid

Armored Assault Tank, or AAT

Ground Assault Tank, or GAT

Heming spider if mid

Battle droid

Wall turret











This mission is easier than previous ones and those to come because of its brevity and the firepower at your disposal. But it isn't like shooting womp rats back home. You must take over three well-guarded flat landing areas. Fortunately, you have the ship to pull it off.

Of the bonus objectives, the most difficult is finding and destroying eight Techno Union ships. Once you

find them, however, they are easy to take out.

Don't ram into anything, lest you shatter your gunship's armor. Use missiles judiciously, and remember to constantly circle around the engineers to protect them while they enter the energy farms and knock them offline.

Finally, fly low and take it slow to destroy a command installation. Shrug off enemy fire and concentrate on couplings. Only then do you breach the Separatist city.

Mission Launch





Obi-Wan leads a squadron of five attack gunships over Thule. Mace Windu tells him that Anakin Skywalker's strike force destroyed the planetary shield. Now Obi-Wan must confront and defeat Count Dooku's assembled armies.





Republic scouts report that Obi-Wan is in the area of a Separatist command installation that must be destroyed. Taking out the installation cripples the Separatists' communications, allowing a Republic attack on the capital city of Kesiak.

...



The battle begins to turn. Back on the ground, a clone trooper in command of an AT-TE walker receives the command to fire at the ascending core ships.





Obi-Wan senses a great disturbance in the Force. Mace Windu feels it too—Count Dooku must be powering up the Dark Reaper. Obi-Wan must attack the landing area and destroy all ground enemies so Republic assault ships can land and deploy troops.



Use your green composite laser to cut apart the Techno Union ship directly in front of you (Map Location #1). As the ship collapses, turn completely around.



Natural spires of glowing green rocks jut up as you turn. Ramming into these—or buildings or droid starfighters—is not the mark of a true Jedi. Directly behind your starting point is Techno Union ship #2 (Map Location #2).



Use both laser weapons to tear the ship apart. Fly toward the upper plateau just right of the second Techno Union ship. As you reach this plateau, you're forced backward.



The gunship's radar and computer won't let you visit this area of the map yet. You spot two Techno Union ships (Map Location #3) on the plateau itself, however. Begin firing just before you turn.



Mission 14: Assault on Thule (Thule)



Use the green laser if you haven't targeted either of the two Techno Union ships. Some of the beams lock on. Fire at them until both are destroyed. Alternatively, you can return here later in the mission.



Follow the green arrow past the stalagmites. You spot a landing zone ahead—a large expanse of flat land, swarming with enemies.



Failure is possible. Your flying must be very steady, and you must not overtax your ordnance. Slow down and fire at the two plasma turrets to the right.



You have a choice of targets.
Dozens of red blips come into
view. Fly straight ahead, firing
missiles and lasers as your
composite laser recharges, then
turn left to avoid continuous
enemy fire.



You damage plasma turrets, hailfire droids, homing spider droids, AATs, and GATs. Turn left, target the next two plasma turrets, and fire off a missile salvo. Turn and target another, repeating the missile attack. Then turn left again.



Target the two outer turrets on the outside left area of the landing zone. Target, launch a missile, target an adjacent enemy, and launch a missile again. Finish the job with any laser fire.





Move farther into the landing zone, toward the far left. Launch missiles and laser fire at the two plasma turrets. Fire at two more turrets, then turn right and fire missiles at a group of tanks at the back of the landing zone.



Fly toward the right corner, blasting tanks with missiles and laser fire. Face the way you came and accelerate out of range. Ignore the droid starfighters.



Prepare for a second pass. You've badly damaged most of the enemies and turrets in the vicinity and should only have a few missiles left. Repeat the "fire and forget" missile strategy.



If you took out as many plasma turrets as possible on your first run, a homing spider droid in the middle of the zone pesters you, plus tanks and any turrets you missed.



Fire your remaining missiles, then use the composite laser on the few enemies left. After you destroy the ground units (ignore the airborne droid starfighters), Obi-Wan radios that the area is secured.



Mission objective #1 is achieved!





Mace orders two massive Republic assault ships to land on the zone you cleared. Master Windu tells you that the Separatists are using two well-shielded energy farms to power their command installation's defenses. You're to pick up two groups of clone engineers, drop them near a farm, guard them as they run in to shut down the shield, then blow the farm to



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The pick-up zone is extremely close. Swoop down and to the left, and aim at the zone. Autopilot lands the craft, refills your health and missiles, and picks up the engineers.



Once back in the skies, accelerate over the nose of the landed Republic assault ship, following the green arrow toward the first drop-off zone (Map Location #7).



Point your craft left as you fly over a large platoon of clone troopers. You spot a Techno Union ship (Map Location #4) on a rock plateau on the upper left. Bring your composite laser to bear on it.



Pass over the disintegrating Techno Union ship and destroy a second Techno Union ship on the ground between two upper plateaus (Map Location #5).





Turn right and head for another nearby Techno Union ship outside the tank factory building (Map Location #6). Or continue straight, heading left until you see a final Techno Union ship (Map Location #8). When you destroy all the Techno Union ships, you achieve a bonus objective. If you missed any, there's still time to find them.



Bonus objective #1 is achieved!

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Return to the main mission objective. Pass over the first energy farm, which is located beneath the large black pit, and head to the landing zone. Clear the entire area of ground troops with your composite laser.



Take out all six plasma turrets. Use missiles on the homing spider droids, then take out any AATs in the area. Use any available ordnance to destroy the hailfire droids. Ignore airborne enemies.



Bring the gunship in to land automatically, and the five clone engineers trek to the pit housing the energy farm. They are at their most vulnerable now, and multiple enemy units approach.



The enemies are coming from two tank production buildings—the dark gray buildings with black archways. Accelerate forward and use your composite laser on as many tanks as you can in about four seconds.



Keep circling the pit as the engineers run down the ramp to the energy farm. You spot a second tank production building opposite the first. Zap incoming tanks, but stay near the pit.



Two GATs run in from the left, and one moves over a crater to your right. If they reach the pit edge, they open fire on your engineers—losing even one means missing a bonus objective. Take care of the three GATs.



Accelerate to the pit, and destroy three more GATs almost at its edge. Take out two more on the left and one in the crater. Waves of GATs continue, three tanks at a time.



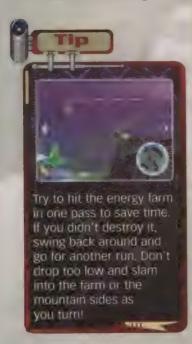
Mission 14: Assault on Thule (Thule)



Fly back and forth, using composite and regular laser fire to take out tanks, until the engineers enter the farm. They instantly power down the shields and move to a safe location.



Move away from the pit, back the way you came. Then turn around, slow down, and fly with the energy farm directly in front of your sights. Launch both regular and composite lasers and about five missiles at the building.





Mission objective #2 is achieved!



Directly behind the now-smoking energy farm, five more engineers are waiting at a pick-up zone. Head to the first landing zone area; you have a second crack at any Techno Union ships you missed earlier.



troopers deployed from
the Republic assault ships
earlier in this mission
destroy a Techno Union
ship for you Don't be
confused if you miss one
and still achieve the bonus
objective.



Weave between stalagmites, zoom over the first of the Republic assault ships, and land at the pick-up zone. Replenish your health and missiles. Head to the second drop-off zone (Map Location #9).



Turn left and fly over the second Republic assault ship to the second drop-off zone. Move past your starting point for another opportunity to destroy the two Techno Union ships on the plateau behind the start.



Ignore the plasma turrets on the plateau and slow down on the other side. You must clear a second low, flat area of enemy troops. Start with the composite laser and zap enemies until it runs out of power.



This area is a little tougher to clear. Two groups of three plasma turrets are on the left side, near the second energy farm pit. Tackle these first. Fire off a couple of missiles if necessary. Then turn to the right.



Make scrap of a few AATs and hailfire droids so you can land. As you turn away from the tank

production building to the right of the drop-off zone, note the missile crate in the distance near the plateau with two Techno Union ships.



Drop off the engineers when the direction arrow points at the zone. Double back to the tank production building. Destroy as many tanks as possible. Quickly circle back to the pit.



A GAT arrives from a nearer tank production facility on the opposite side of the pit. It stops to the right of the energy farm, on the pit edge. Destroy it, then eliminate three more GATs and an AAT in the area.



Stay slow and circle around the pit, using your laser to take out tanks as they approach. Most tanks from the newest production building head to the right of the pit, making them easy to dispatch. On the other side, look for one tank on the left, and two on the right.





These tank buildings are farther from the energy farm, so take out enemies from range. You should have no trouble taking out GATs, but you must circle the area about six times until the engineers are safely inside. If you don't lose an engineer in either run, you achieve a bonus objective.



Bonus objective #3 is achieved!



Move away from the energy farm, then line yourself up so the farm is visible. Slow down and launch everything you have. Ten missile barrages should destroy the energy farm.



Mission objective #3 is achieved!



The lead clone engineer radios that the command installation can now be destroyed. Look for the location of the installation on your HUD (Map Location #10). Accelerate there. Stay left of the plateau so you can claim the missile crate you saw earlier.



The command installation is a massive circular building with corridors sprouting in all directions. You must weaken every arm, aiming at the generator coupling in the middle of each.



Ignore the numerous tanks, droids, and wall turrets that guard this installation, especially if you're hoping for a quick time. It is only necessary to blast the middles of the corridor sections.



Slow down and head around the installation. Take out a coupling with your composite laser, turn, and do the same to another. While your laser recharges, hit a third with missiles.



You must destroy eight couplings with this method, accompanied with constant regular laser fire. Make your first pass high and destroy all the couplings on the upper corridors.



Drop between the corridors and finish off the lower-level couplings. Be careful here. Don't climb too slowly or veer away from corridors too late. You'll be knocked about and can crash.



Bonus objective #2 is achieved!



Mission objective #4 is achieved!





Obi-Wan radios in that phase two is complete. The final phase of the attack can now begin. Mace Windu thanks Obi-Wan for his sterling performance and orders his troops to destroy the capital city. The battle to the Sith tower—and the Dark Reaper—can begin.



You must complete the mission in less than nine minutes to achieve the bonus objective. Follow this walkthrough and you should manage it with about 40 seconds to spare.



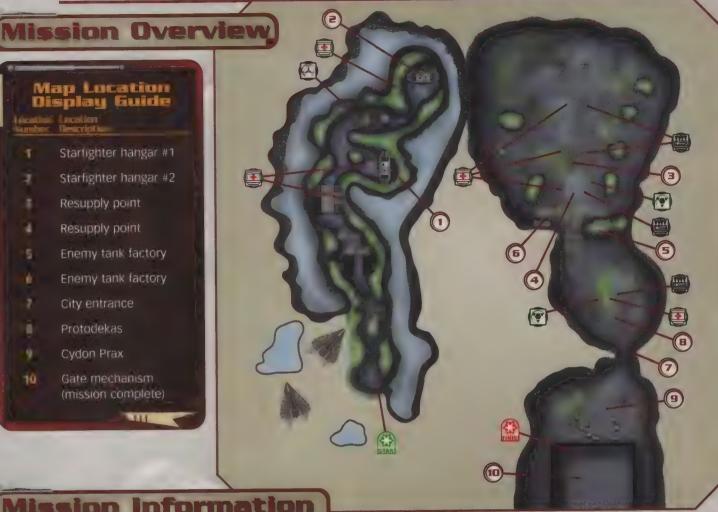


Mission 15: Dark Side Rising (Thule)

Map Location

Display Guide

- Starfighter hangar #1
- Starfighter hangar #2
- Resupply point
- Resupply point
- Enemy tank factory
- Enemy tank factory
- City entrance
- Protodekas
- Cydon Prax
- Gate mechanism 10 (mission complete)



dission Information

Combatants and Craft

Riotx Mace Windu

All-Terrain Assault walker (AT-XT walker)

TX-1305 Republic fighter tank Coult (third part) on foot

Other (riendly pilotic): Luminara Unduli

All-Terrain Assault walker (AT-XT walker)

Craft (second part). TX-130S Republic fighter tank

Other friendly pilotes, tions trooper

All-Terrain Assault walker (AT-XT walker)

Croft (second part) TX-130S Republic fighter tank

Mission Objectives

- Destroy the two startighter hangars.
- Defend the AT-TEs as they destroy the tank factories.
- 3. Proceed to Kesiak
- Destroy the Protodekas.
- Enter the service ducts and destroy the gate mechanism.

Bonus Objectives

- All walker squad mates must survive.
- 2. All fighter tank squad mates
- At least four AT-TES must survive.

Friends and Foes

Friends

Republic assault ship

Chair Treats

All-Terrain Assault walker, or AT-XT walker

TX-130S Republic fighter tank

Jedi starfighter

All-Terrain Tactical Enforcer, or AT-TE walker

Droid starfighter

Armored Assault Tank, or AAT

Heavey Artillery Gun, or HAG

Tower turret

Battle droid (on STAP and infantry).

Homing spider droid

Ground Assault Tank, or GAT

Single Trooper Aerial Platform,

or STAP

Vehicle Armored Carrier, or VAC

Hailfire droid

Protodeka

Cydon Prax (inside Dreadnought)

Repulsorlift Modified Fighter Tank Dwarf spider droid







You pilot two vehicles in this massive battle, tangle with two enormous airborne tanks, and confront a powerful foe who destroys your tank with you in it.

When infiltrating the base using the walker, keep your teammates back to prevent them from blocking your vision. Keep your shields up when attacking enemies

that see you, and shoot everything you can from extreme range.

During the assault on Kesiak, know where the enemy is attacking from—the left and right tank factories, with extra units dropped in front of your AT-TES. Defend the AT-TES as if your life depended upon it, because it does.

Stay at range and fire missiles rapidly while circle-strafing to combat two Protodekas. Finally, when running on foot, take a sneaky side route to the left, past the tanks in front of the gate, and use the Force push inside the service duct. The Force is with you ... always.

Mission Launch





Luminara Unduli, part of the Jedi assault contingent landing near Kesiak, radios to Mace Windu to explain combat conditions. The first target is the droid starfighter hangars in the nearby area.





The coordinates for both hangars appear in your AT-XT's HUD. Mace Windu speaks before the assembled forces—both Anakin and Obi-Wan have done their jobs admirably, now it is up to this Republic strike force. The fate of the Republic hangs in the balance.



A battery of MACs fires massively powerful laser cannons at a Core ship while AT-TE walkers provide fire support to the MACs and ground troops.



A squadron of fighter tanks races ahead. You pilot an AT-XT walker. Stride up a path flanked by rocky formations. Glowing green plasma tops the rock walls.



Battle droids and your clone forces fight a pitched battle. Stride over your infantry brethren and use your vehicle's zoom function. You're looking for HAGs.



A targeting reticule appears beyond the glow ahead of you. Blast it with laser fire. It's a homing spider droid, outclassed by your laser cannon. Now look right.



With your two teammates behind you, continue up the wide slope and zoom in on your first HAG. Blast it with about 10 laser shots. When it explodes, switch from your zoom view and continue.





Mission 15: Dark Side Rising (Thule)



Head right around the rise. You trudge up a hill and spot another HAG on the left, partly hidden behind a rock face. Move up the hill for more altitude, which makes aiming easier.



Now drop to the pathway and stop at the junction to tear apart two GATs on patrol. Let your teammates help, but stay in tight formation. Don't lose any allies.



Continue up the middle of the valley floor and spot a large bridge. Zoom in, but don't fire at anything yet. You must take out another HAG before you assault the bridge.



Walk up the right hill to the top.
The HAG on the right wall
overlooks a bridge and ravine.
Activate your shields and blast it
to pieces.



Move onto the lower part of the bridge. The enemy is occupied with Republic forces ahead. Three STAPs halt your path—for about a second. Blast them into shards before stepping onto the bridge.



Stop after you move onto the bridge. You don't want the enemy to overrun your slow-moving walkers. Use the zoom function and your craft's superior range to target three AATs on the far side of the bridge. Blast away!



You demolish all three AATs. Don't attack the homing spider droids behind them just yet. Have your teammates regroup behind you so they don't obstruct your aim, then look left.



A HAG, positioned across from the one you dispatched, opens fire. Take it out while it is partly in cover and is the only enemy attacking. Then walk across the bridge.



Almost halfway across the bridge, target and waste the homing spider droids. Each requires about five blasts to put down. Continue moving to the other side of the bridge.



Swivel left and view the GATs coming in ahead of you. Move to the right of the lamppost and tear the two tanks apart. Stride forward and stop as two VACs descend.



Don't fire on the transports until they deposit their cargo—two homing spider droids. Use a missile on one if you wish. Once they are dispatched, move forward and blast the hangar door.



When it blows apart, zoom in past the wreckage and pick off GATs. Try to destroy all five before you enter the hangar.



Move to your far right side of the hangar wall. This hangar is built in the shape of a cross. An enemy awaits on either side. Put up your shields as you move into enemy range.



The enemy to your right is an HAG, and you note a health power-up next to it. Blast it apart and move within range of a second HAG on the opposite side. This one guards no power-up. Finish off the HAGs, then take out the hangar door.





Two GATs beyond the door pose no problem to a Jedi Master. Your clone teammate radios that you're en route to the first tank factory. Leave the hangar, turn right, and move toward the building you see there.



This is a starfighter hangar (Map Location #1). From far range, zoom in on a tower turret at left and take it apart, then blast the hangar with your laser. You can almost destroy it before the AAT and HAG guarding it trundle into range.



Bring up your shield to deflect an AAT blast, and finish off the first hangar. Order your teammates to attack an AAT and aim for the HAG. Both are destroyed, along with the right turret.



Another HAG fires from the left part of this arena, near a stack of crates where a health power-up is found. Take the health after you blast apart the HAG. Then tramp back to the main path and turn right.



As you climb the rise, you and your team blast apart a homing spider droid. Beyond it, three STAPs zip around a hillside past the path junction. Take them apart at zoom range.



Head straight up the path. Keep moving to avoid being struck by mortar rounds. Around a corner to the right lurks an ineffective GAT. Destroy it. Keep moving and eliminate two STAPs.



Over the smaller hill on the lower far side, a GAT lands near an HAG. Flick your shields on and blast the HAG apart, then enter the invincibility. Look down and target.



A final small hill hides three STAPs. They emerge, and your cannons vaporize them. A GAT uses the hill as a ramp and leaps at you. Switch on the shield again, and blast the GAT as it lands.



With your shield still pulsing, head to the left of the hillside and blast apart the HAG. Now turn right and work your way up the left curved hill path.



Stop after you round the corner.
Directly ahead is the second hangar (Map Location #2). Order your teammates to regroup. Pick off the most dangerous enemies from range, starting with a line of AATs and HAGs at the hangar base.



Shoot out the HAG at the far right, then the tower turret at the right. Pepper the hangar wall, then blow up the left side tower turret. Don't go any farther after two VACs appear.



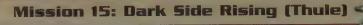
It deposits three homing spider droids. Your team targets one. Launch a missile at another, then move to a third and keep firing until you blast apart all three. Demolish the second hangar. If both walker teammates survive, you achieve a bonus objective.



Mission objective #1 is achieved!



Bonus objective #1 is achieved!







Luminara thanks Mace Windu for his skill under extreme pressure. The enemy's air force has been nullified. Now to destroy the Separatists' ground forces. A giant Republic assault ship lands outside Kesiak. Ground forces come from two nearby tank factories that can be destroyed only by the AT-TE's weaponry. Your job: Guard the AT-TEs on their way there.



You have six AT-TEs to defend, and a bonus objective hangs in the balance. At least four AT-TEs must survive the battle ahead. Boost forward and look for incoming enemies. You immediately pass health and missiles (Map Location #3).



Don't spend much time defeating the hailfire droid up ahead. You see mortar fire land dangerously close to your convoy. Turn right, deal with three AATs, then deal with the mortar menace.



Launch missiles. You've no time to whittle them down with laser fire, although you should fire that weapon constantly as well. Dodge a second hailfire droid as it zooms past, then destroy it.



A second wave of AATs and a hailfire droid move in from ahead. Order your teammates to deal with the hailfire droids. After demolishing the AATs, Boost over the lower hill in the middle of the battle area.



An HAG is in a shallow indentation there. Circle it from close range, pumping missiles into it, and finish it with laser fire. Grab the superblaster. Move ahead and left, and you see your first tank factory—Map Location #5). Another AAT squad appears.



Make short work of the three AATs and the hailfire droid accompanying them. Don't let them impede your battle strategy, although they aren't as dangerous to the convoy as the AATs and HAGs.



Boost to the other side of the battle zone. On the right side, take care of a second HAG near the other factory (Map Location #6) with missiles and laser fire. Boost toward your convoy, obliterating three AATs on the way.



Two GATs join the fray. Oust them in seconds. Go back to your starting point (look for the assault ship in the distance), and refill your missile bank and health shields.



Two VACs descend in front of the convoy and deposit homing spider droids. Engage the droids, circle-strafing and firing missiles until both lie in a mangled mess.



Blast apart two more GATs. A clone trooper gunship drops off health and missile crates (Map Location #4) next to the homing spider droids. Come back for them in a moment.



Boost forward and left and engage another HAG. Move right and stop a trio of AATs from firing on your AT-TE units.



The left-side factory spills out four GATs, which dash forward at the AT-TE convoy. As gunships fly overhead, demolish this attack group, then Boost back and take care of another three AATs.





Two more homing spider droids appear in front of the convoy, which is defending itself.

Concentrate on the right side of the battlefield, blasting four GATs.



When this quartet is scrap metal, three AATs emerge behind the wreckage from the right factory, hovering toward your AT-TEs. Pick each one off with missiles and blaster bolts.



Two more groups of three AATs burst from the left-side factory. The AT-TEs are close enough to destroy most of the AATs. Don't let any AAT fire. Wipe them all out.



Take out the two tower turrets flanking each side of the factories as enemy GATs spill out. Resupply first.



You and your convoy are ready for another HAG that emerges from the left factory. Take it apart, then both the turrets. The left factory is almost destroyed. Boost right, toward the middle of the battlefield.



Over a rise is the entrance to Kesiak (Map Location #7), guarded by two HAGs and an AAT. Blast these apart. Split up the available targets with your convoy, and return to help finish off the ones you didn't engage.



The left factory is still spilling out AATs. HAGs. and

AATs, HAGs, and GATs. Gunships stop to resupply you—restock! Boost to the right factory, and shoot the enemy forces there.



You face six or seven of the main three enemy types. Use missiles and blasters on all, then destroy both turrets. Return to the city entrance to engage another two HAGs and an AAT.



The battle begins to turn! Stay at one factory and destroy any tanks that emerge. A split-second later, the AT-TEs destroy one factory. One down, one to go.



Five seconds later, the second factory falls. Your convoy is still in jeopardy, so finish off the AATs and HAGs that mill around both ruined factories. No more appear. Check both factory areas for stray foes, then move to the entrance of Kesiak. If at least four AT-TEs survive, then you achieve bonus objective #3.



Mission objective #2 is achieved!



Bonus objective #3 is achieved!



Destroy any remaining HAGs at the city gate. When the AT-TEs stop firing, no enemies remain. You can advance into the city. Boost through the gap into a large, undulating arena.

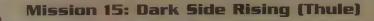




Luminara warns you that two Protodekas defend the city. These floating fortresses stand between you and mission completion. Boost forward and grab the health and missile power-ups. You will need them.







Boss Battle Launch!

Boss battle #5: Protodekas

Threat level: High





The combat training that Obi-Wan got in the conquest of Raxus Prime is invaluable here. Start by targeting one of the Protodekas (Map Location #8), firing laser and missile rounds. Circle-strafe wide around it, using superblasters to inflict greater damage.



As you circle-strafe, absorbing some damage, order your teammates to attack the Protodeka. When your health is halved, pull away and Boost toward the city entrance.



Order your teammates to regroup and move out of weapon range. Wait for the attack gunship to drop off health and missile supplies. Grab them. Don't bother zoom targeting—you're cut apart in seconds.



Boost far enough away to avoid harm from the Protodekas' corrosive cloud, then turn and target the damaged Protodeka. Circle-strafe it again, firing all you have. Ordering your teammates to attack.



The second run takes down the first Protodeka. Boost forward, aiming for the health and missile crates. Regroup your teammates, then move to far range and blast the second Protodeka.



When the Protodeka fires its missiles at you, circle-strafe at far range (but still within target range). Some missiles explode on the hillsides beneath you. Resupply, then finish the monster. If both teammates survive, you achieve bonus objective #2.



Mission objective #4 is achieved!



Bonus objective #2 is achieved!



Luminara radios that the city walls can be scaled. Boost through the arena exit, following the green arrow, and you appear in another arena. The city lies ahead. Master Yoda is sending in an assault ship to help you.



Mission objective #3 is achieved!



As the assault ship maneuvers into position, Mace Windu takes out a couple of AATs. This amuses Count Dooku's top mercenary, Cydon Prax, who is piloting the *Dreadnought* (Map Location #9). He engages Mace in battle.



Boss Battle Launch!

Boss battle #6: Cydon Prax

Threat level:

Very High





Luminara radios to Mace Windu that Cydon Prax's signature has been detected. It's too late! The mercenary swoops down and tears Mace's tank apart with a single laser barrage. Using a protective Force shield, Mace survives without a scratch, but his craft is vaporized.



Time to run! Luminara says a gateopening mechanism is in the service ducts under the city. Run there, following the green arrow, while the assault ship draws enemy fire.



The gate mechanism must be destroyed so Anakin's strike force can enter the city. Run forward, staying to the left of the main gate. Use two wrecked droid starfighters as cover. A massive gate carved with Sith figures lies ahead.



Run left, around the left turret, and stand to the right of the city wall. Now run toward the Separatist tank formation. You can try to cut through the first with your lightsaber, but it's a waste of time.



The tanks are preoccupied with Yoda's assault ship, so run through them. The two tower turrets spot you, but the laser fire bounces off your expertly wielded lightsaber.



You take damage when your back is to a tower turret, however, so keep running along the wall until the ground slopes. The green arrow points to an entrance in the city wall. Ignore the battle droids and spider droid outside and dive in.



In the green service ducts, cut apart two battle droids with your lightsaber and knock over four more with your Force push. Turn left.



Around the left corner, two battle droids and a spider droid patrol the ducts. Attempt another Force push or throw your lightsaber into the spider droid and take out all three.



Follow the passage around to the right and slash apart two battle droids. Ignore the droids in the distance, and don't continue down the passage. However, a central indent houses health in the other junction you did not choose.



Instead, make a left at the first junction, following the green arrow. Run around two corners to the final chamber. Ahead are four battle droids and two spider droids. A Force push takes care of everyone.



Move into the gate switch terminal (Map Location #10), and hack at it with your lightsaber. The switch explodes, releasing the gates. The main battle is over!



Mission objective #5 is achieved!



Mace Windu radios to Anakin that the gates are open. Anakin can move in with his strike force. As the huge Sith gates grind open, Anakin's fighter tank, backed up by gunships, AT-TEs, and clone troopers, moves into the city of Kesiak for a showdown with the Dark Reaper.



Mission 16: Fate of the Republic (Thule)

Mission Overview

Map Location Display Guide

- Corridor T-junction
- T-junction to second arena
- Left corner to crossroads
- Crossroads alcove
- Ramp at near side of bridge
- Ramp at far side of bridge
- Arena waypoint
- L-Shaped dead-end
- T-junction to second L-shaped dead-end
- Sith temple entrance

4111



Mission Information

Combatants and Craft

Pilot: Anakin Skywalker

Finit: TX-130S Republic fighter tank

Title | Irrendly pilot(s): clone trooper pilot #1

craft: TX-130S Republic fighter tank

uther friendly pilot(s): clone trooper pilot #2

Traff: TX-130S Republic fighter tank

Mission Objectives

- T Fight your way to the Sith temple.
- Defeat Dooku's henchman, Cydon Prax.
- 3. Defeat the Dark Reaper.

Bonus Objectives

- Make it through the city in less than 5:30 minutes.
- 2. Keep all squad mates alive through the city.
- Destroy over 45 enemies.

Friends and Foes

Friends

TX-130S Republic fighter tank

Clone muse

Republic gunship

All Terrain Tactical Enforcer, or

AT-TE walker

All-Terrain Assault walker, or

AT-XT walker

Penublic account shin

THE THE SAME STREET

Obi-Wan

Mace Windu

Yoda

IDSULA LITTERUM CONTROL

HULL

Homing spider droid

Hailfire droid

一层拟色生物

Ground Assault Tank, or GAT

Tower turret

Vehicle Armored Carrier, or VAC

LANGE COLLEGE A COLL

Armored Assault Tank, or AAT

Curlon Dray

Modified battle tank: Dreadnought

Dark Reaper



STAR WARS







The final battle is a struggle to overwhelm the Sith city of Kesiak and fight your way to the Sith temple.

Your craft's zoom function is useful here, even life-saving, as is prowling the dark corridors instead of Boosting through and being ambushed from both sides. Work your way to the bridge and prepare

to take some damage as you secure it. Then work through the arenas and interlocking corridors to the temple entrance.

Count Dooku escapes, leaving Cydon Prax to waylay you in his *Dreadnought*-class craft. Your use of missiles and circle-strafing is especially critical.

Finally, as foretold by Ulic Qel-Droma, you face the feared and hated Dark Reaper. Boosting out of range of the Reaper's lethal Beam while gradually whittling its defense is a difficult but ultimately satisfying way to conclude the Clone Wars. May the Force be with you!

Mission Launch





Anakin breaks through the city gate and enters Kesiak. Laser fire from dozens of walkers and hundreds of troopers mingles with the sound of exploding metal and the whine of Separatist droids. The power of the dark side is growing. Dooku's Dark Reaper must be nearly complete.





Mace Windu informs Anakin Skywalker and the two clone pilot troopers that accompany him that they must find the Sith temple within the city's vast blackened corridors and stop this menace. Anakin radios back—he will not fail! Prepare those blasters.



As a Republic gunship hovers above the Geonosian arena, crowds of Geonosian drones flee during the firefight, leaving Separatist droids and Jedi to continue their struggle.



The Republic has taken the initial chamber. Hundreds of clone troopers fight down a corridor, meeting heavy battle droid resistance.



Boost over this battle, and head straight between two giant pieces of burning metal. From this vantage point, you can employ your zoom target and look at the T-junction ahead of you (Map Location #1). Four targets appear.



Ignore the infantry troops.
Concentrate on four GATs that appear from either side of the junction. Blast one from extreme range and order a teammate at another. Take care of the remaining two. Stay in the corridor.



Venture out to the T-junction; prepare to repel two more GATs from the left and two from the right. Or order your teammates to take one side while you secure the other. Once you're done with your two GATs, stop.





Mission 16: Fate of the Republic (Thule)



Make sure that your teammates are safe and the other two GATs are debris. The GATs may be using the middle piece of twisted metal as a hiding spot. Move around a



Ahead of you is a homing spider droid. Harpoon the droid with missile and blaster fire until it bursts into a ball of fire. A turret waits ahead in the corridor.



Stay in the corridor and strike down the tower turret. Retrace your steps to the T-junction and check the other corridor. Destroy the same enemies there, a turret and a spider droid.



The two corridors off the Tjunction meet in a giant square (Map Location #2). Head there next. As you round the corner where the turret once stood, a pair of vicious GATs meets you.



Two more GATs wait by the corner of the corridor opposite. In the middle, two AATs guard the entrance to the second battle arena. A few clone troopers make a brave stand against them.



Zoom in or Boost toward the AATs. Order your team to attack one as you target and destroy the other. Missiles are handy in this fracas. Once both AATs are down, regroup, and move to the battle arena entrance.



Dozens of battle droids guard this area. They aren't your problem. Your threats are the waiting tanks, spider droids, and tower turrets. Do not simply Boost into this area. That tactic fails miserably.



Precise whittling down of the enemy is the key. From the entrance, don't attract any enemy attention except that of the numerous battle droids. Stay in cover and venture forward.



Move toward the wreckage of the fallen column, still outside the arena floor, and zoom in to target an AAT on patrol. Fire your blaster until the AAT explodes. Then turn right and target the second AAT.



Debris inside the arena makes firing at one of the AATs a little more difficult. Also, the AAT likely has spotted you and fires off a shot. Strafe left or right to avoid it while zooming, or utilize the invincibility and zoom in to destroy all Separatist forces.



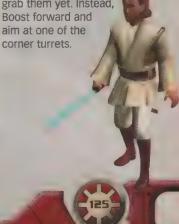
The two tower turrets at the far side of the arena activate and fire at you. Move near the fallen column at the arena entrance and wait for two VACs to descend. They can't be shot down.



They depart, each leaving a homing spider droid behind. Fire a deadly salvo of missiles and blasters at the nearest droid, then finish the other. You see a gunship approaching.



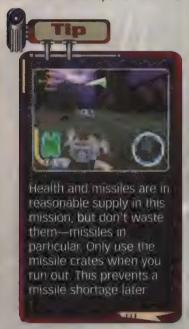
The gunship pilot tells you the ship has dropped a health crate and a missile crate. Don't grab them yet. Instead, Boost forward and



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Order your teammates to the turret in the opposite corner, and meet in the middle. You take some damage while clearing the four turrets, so grab the health and missiles afterward if you need them. Now blast open the barriers.





Ignore the battle droid foot soldiers and head around the left corner to a crossroads ahead (Map Location #3). Stay back in the left corner and zoom in to view the enemy forces.



A Republic gunship lands and deposits fighter tank reinforcements. Start blasting four GATs that spot you, and help out the fighter tank charging in. Target an enemy on the right side. Order your team to attack it.



Meanwhile, concentrate firepower on the crossroads alcove to your left (Map Location #4). Dwarf spider droids and a homing spider droid wait to ambush you here. Boost forward and launch missiles at the homing spider droid.



Through the smoke, you spot health and missile crates. Don't grab these until you must. Swing your craft to the right to see where the corridor continues. Two homing spider droids guard the path.



But not for long. Launch missiles at them and circle-strafe both until you destroy them. Just beyond the droids, a ramp leads down. You enter this area in a moment, but first clear the other crossroads alcove.



A few dwarf spider droids and a homing spider droid are in this area. As usual, keep your distance from the explosive dwarf spider droids and finish off the homing spider droid with missiles and blasters or the superblaster power-up that's near these enemies.



This section is a challenge, so follow the walkthrough. Regroup your team and move them to the top of the ramp. Descend slowly. You spot a massive Republic

assault ship in the distance, and a giant lake ahead.



Before you cross a bridge spanning the lake, deal with incoming enemies. Stop at the near side of the bridge (Map Location #5) and strafe left and right to avoid turret fire. Do not move forward.



Ignore the tower turrets and let the quartet of hailfire droids come to you. Zoom in. When in range, launch missiles and blaster fire at them. Explode one first, then move to the other.

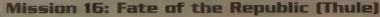


Behind the first two hailfire droids are two more. Stay your ground and repeat the procedure of strafing and firing. When all four hailfire droids are down, advance. The tricky part is next.



Four hailfire droids rush down the ramp at the far side of the bridge (Map Location #6), and the tower turrets lash you with gunfire. All these enemies attack at once, on a narrow bridge.









You have three choices—turn around and Boost back the way you came, stay and blast everything, or Boost through the four hailfire droids and up the far ramp. You take some damage either way.

Once out of turret range (over the far ramp or back at the beginning of the bridge), regroup.



Move up the far ramp and stop ahead of the next left corner; there are many more enemies to fight in the next arena. The hailfire droids return. Move to the side to avoid their missile salvos and destroy all four.



To destroy the two turrets guarding the far side of the bridge, target them from the top of the far ramp. Take them out with missiles, one at a time. Now would be a fine time to double back for more health and missiles!



Those turrets are damaging, so use missiles to destroy them. Move to the next left corner and take a look at the next large arena. Two gunships descend, dropping off a couple of fighter tanks. Help them if you want.



Start by blasting the tower turret on the right side of the entrance, ideally from zoom range. Boost in and destroy the two homing spider droids in the middle of the chamber. Don't move too far in, however, because the enemy awaits you.



Take out the turret on the right side of the arena, near two AATs guarding a barricade. Destroy the AATs next. Ignore the barricade for the moment, but blast the tower turret on the far side of it.



Two dwarf spider droids occupy the middle of the arena. Be careful of their explosive power when shooting them. You can destroy all the enemies encountered thus far by zooming from the corner area, but this usually results in Republic fighter tank casualties.



When you Boost into the middle of the arena, where the waypoint is flashing (Map Location #7), two VACs descend. They drop two GATs each onto the arena floor. Bring out those missiles and let them fly!



Move to the corridor section directly ahead of the arena entrance and attack the two AATs guarding it. They are easy to destroy and simple strafing avoids their weapon fire. Invincibility, near the initial crates, will help you in this task.



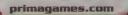
You can investigate the area behind the AATs' position. It's an L-shaped dead-end (Map Location #8) with a health crate behind some boxes. Remember it for later. Take out the dwarf spider droid with a high health level. Blast it from range!



Now blast through the two barricades and enter another T-junction area. Separatist forces wait to the left and right. Fully power up your health and missiles, then destroy those to the left.



You can aim across from the T-junction corner, facing diagonally to the left, and take out one waiting AAT and another that starts to move. As you enter the T-junction, you spot a homing spider droid backed by a tower turret.





Launch missiles and continue to fire until all four foes are wreckage piles. Then turn right, head toward a right-turn corner, and blast another homing spider droid. Do the same for the turret tower.



Two AATs head your way from the opposite direction, so double back to the T-junction and tear apart the two AATs. Missiles are recommended.



Boost forward and take care of another homing spider droid and a tower turret in the corner of the right-hand branch of the Tjunction. Stop at the corner. Another T-junction appears with paths heading straight and to the right (Map Location #9).



The path ahead turns left and rejoins the corridor you just came from. Head there to face your final foes. But first, take care of the homing spider droid in the second T-junction area.



The right branch of the final T-junction is a dangerous spot. You're broadsided by three GATs. Tear them apart. Use all your missiles to destroy them before the tanks damage your hull.



The right T-junction corridor leads to another L-shaped dead-end. The GATs were guarding a missile crate. Take it and return to get any health available, although the health is necessary only if you are close to a hull breach.



Prima's Official Strategy Guide

Regroup and head around to the Sith temple entrance (Map Location #10). Two AATs are on your tail. Destroy them quickly with missiles if necessary. Move to the tower turrets at the temple entrance.



Blast both turrets, then destroy the barriers they were guarding. This is the entrance to the Sith temple, where you confront the Dark Reaper. Boost forward and down the ramp.



The path stretches out and turns left. Near the boxes in the corner are health and missile crates. Stock up, then turn the corner and Boost toward a broken tower ahead. If you race to this point within five and a half minutes, you achieve a bonus objective.



Bonus objective #1 is achieved:



Mission objective #1 is achieved!





As Anakin reaches the destroyed tower, he spots Count Dooku and Cydon Prax in the final arena, standing next to Prax's craft. Skywalker's persistence impresses Count Dooku, but more pressing matters require his attention. Dooku excuses himself, leaving Cydon Prax in charge of Jedi annihilation.



Mission 16: Fate of the Republic (Thule)

Boss Battle Launch!

Boss battle #7: Cydon Prax (Reprise)

Threat level:





Cydon Prax powers up his Dreadnought-class craft and Boosts forward to greet you. His array of killing ordnance is impressive. He starts with laser bolts, then fires off concussion missiles before closing his weapon bays.



This craft produces a seismic wave that temporarily disorients you and impairs your vision. It also damages your craft if you are near the *Dreadnought*. As Prax closes his weapon bays, Boost away from the attack.



If you follow this plan, Prax is less than spectacular in the combat zone. Lock on to the *Dreadnought*, then order your two teammates to attack it. Begin to circle-strafe the craft.



Empty your missile banks into the craft. You can launch all 20 missiles at midrange, passing around and behind the temple spires to avoid some gunfire.



When Prax stops and powers up his seismic wave, Boost away from the combat zone to one of the four corners of the temple arena. Pick up the missile crate there, then wait for the seismic wave to clear.



Boost toward Prax, who attempts to hunt you down. Circle-strafe to the side and avoid his concussion missiles. Your teammates doggedly follow and blast this mercenary.



It takes only seconds to launch all your remaining missiles into Prax's craft, which explodes in a ball of fire. If you run out of missiles before Prax is destroyed, move to another corner for more ammunition and repeat the combat plan. If both teammates survive this battle, you achieve another bonus objective.



Bonus objective #2 is achieved!



Mission objective #2 is achieved!





Anakin moves into the Sith temple's final arena, where he hears Obi-Wan announcing that reinforcements are on the way. He orders Anakin to wait for his backup before tackling the Dark Reaper. Ulic Qel-Droma's voice echoes in Anakin's mind.





As the armaments on the Dark Reaper begin to bristle and target the fighter tank, Anakin replies that he will face this monstrous machine alone.

Obi-Wan's protest is cut off as Anakin prepares to use the Force. And his tank's firepower!



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STAR WARS

Boss Battle Launch!

Boss battle #8: Dark Reaper

Threat level: Unknown





Follow the advice of Ulic Qel-Droma throughout this fight, and you grow more powerful than you can imagine! The Reaper bristles with gun turrets launching laser fire at you.



About every 10 to 15 seconds, the Reaper retracts its guns and powers up the Reaper Beam. This incredibly powerful laser bores a hole in your hull in a second.



The Reaper extends its gun turrets once more and attempts to obliterate you. It launches energy orbs that home in and explode on contact. Shoot these with your blasters when possible.



Follow Master Ulic Qel-Droma's advice to the letter. The Dark Reaper retracts its impenetrable side armor to reveal a pulsing, circular mass of interior energy. The first plan is to destroy the energy core's shields.



Boost at the Reaper until you target a shield, then blast it with missiles and blaster fire. At the same time, circle-strafe wide around the Reaper, taking care not to get too close.



You can destroy two shield couplings before the craft rises into the air and the Reaper Beam burns through the ground. When you see the Beam approach, quickly Boost away from it.



Ulic Qel-Droma tells you to move quickly to avoid the Reaper's effect. Boost then, not when you're attacking the Reaper. Put some distance between you and the Reaper beam, and continue circling. Restock on health and missiles.



If the Reaper Beam contacts you, you start taking damage a second later. Boost, and you eventually pull free. Alternatively, circle around the Beam and Boost under the Reaper and out the other side.



The Reaper descends again. That laser fire is punishing, so stay at range and head for a health crate. Destroy the final shield couple, although you may have to survive

another Reaper Beam first. Use your ability to look to the side to determine where the Beam is.



When you destroy the final shield coupling, the Reaper's central shield powers down, and its Beam comes out. Boost under the Reaper when this happens and resupply your missiles. Now target the Reaper's cannons.



When the Beam retracts, follow Master Qel-Droma's advice and target the laser cannons. Fire about five missiles into each one and pepper the cannons with blaster fire. It's best to destroy all four cannons in one pass.



The Reaper Beam appears again. Boost out of its path, and try to refill your missiles and health. When the Reaper comes back down to hover, Qel-Droma tells you to destroy the harvester bays.





Mission 16: Fate of the Republic (Thule)



You can fly close to the Reaper during the disintegration of the harvester bays, but don't get overly confident. You must explode two bays, and they take the same amount of ordnance to destroy as the cannons did.



Balls of energy start to form. Destroy these. As the Beam

retracts, blast the remaining harvester bays and you reveal the Force harvester itself!





The Force harvester powers the Reaper Beam. As soon as it is exposed, Qel-Droma instructs you to destroy it. Fire off all your remaining missiles at the middle

of the craft while circle-strafing to avoid the Beam. After you inflict major damage, the Force harvester explodes. Pieces fly off the Dark Reaper's superstructure. The monstrosity has been defeated! If you destroy 45 or more units (you can check this during the game, and the walkthrough shows the units' locations), you achieve bonus objective #3.



Bonus objective #3 is achieved!



Mission objective #3 is achieved!



Prelude to the Dark Side: Campaign Completed





Obi-Wan meets Anakin in the wreckage of the fallen city. He is impressed—and more than a little concerned—at Anakin's growth in power and stature. Anakin says he did only what was necessary, but his lack of emotion disturbs Obi-Wan. Obi-Wan warns Anakin to control the power of the Force within him, or it will consume him!





Anakin replies curtly that he knows what he is doing. As a Republic gunship surveys battle casualties, Obi-Wan informs Anakin that he is still a learner. Anakin aloofly replies that he'll keep that in mind, almost forgetting to add the word "master" when addressing Obi-Wan. He walks off into the tangled wreckage.





Mace Windu and Yoda survey the main strike force, comprising thousands of troops, from a vantage point high atop the Sith city of Kesiak. Troops are moving to adjacent star systems to rout the remaining Separatist forces. A clone command trooper arrives, with no news of Count Dooku's whereabouts.





Mace instructs the trooper to keep looking for the renegade. "Won the battle we may have," remarks Yoda, "but far from over, this war is." Mace and Yoda are left to ponder the future of the Republic as a fleet of gigantic assault ships heads for the skies. Congratulations, Jedi—you have emerged from the Clone Wars!



The Clone Wars: Multiplayer Combat

The Republic's Simulation Arenas

In the simulation arenas, choose either Republic or Separatist forces and use them in one of four multiplayer game types—Duel, Control Zone, Conquest, and Academy.

This section shows you how to take advantage of your craft in the combat zone, offers multiplayer tips, and lays out a strategic walkthrough of all 14

multiplayer levels.

The PlayStation 2 version of this game has an upper limit of two players in the Multiplayer mode. The GameCube version has an upper limit of four players.

Setting Up Multiplayer Games



From the main selection menu on the command deck of your assault ship, turn right into the multiplayer hangar, where the simulations begin. Choose one of four different game types.

Duel has five arenas. Control Zone has three. Conquest has four arenas, and Academy has two—one in a vehicle, the other on foot.

Choose your game type and planetary location (these are environments you've seen in the Campaign, although the arenas are specific to Multiplayer mode), then select your multiplayer options and vehicle types.



Set-up Information (Duel and Control Zone modes)

Score limit (Duel): 1, 5, 10, 20, 30, 40, 50, Infinite

Score limit (Control Zone): 10, 20, 30, 40, 50, 100, Infinite

Time limit (minutes): 1, 5, 10, 15, 20, 30, Infinite

Teams (GameCube only): On, Off Player name: Save Game, Player

Number of players: 2-4

Available colors: Blue (1P), Red (2P), Gold (3P), Green (4P)

Set-up Information (Conquest and Academy Modes)

Score limit (Duel): N/A

Time limit (minutes): N/A

Teams (GameCube only): On, Off (Conquest only)

Player name: Save Game, Player Number of players (Conquest): 2-4 Number of players (Academy): 1-4

Available colors: Blue (1P), Red (2P), Gold (3P), Green (4P)

Available Craft: Duel and Control Zone

TX-130S Republic fighter tank, Republic

All-Terrain Assault walker (AT-XT walker), Republic

Armored Assault Tank (AAT), Separatist

Hailfire droid, Separatist

Ground Assault Tank (GAT), Separatist

Available Craft: Conquest

Team 1: TX-130S Republic fighter tank, Republic

Team 1: All-Terrain Assault walker (AT-XT walker), Republic

Team 2: Ground Assault Tank (GAT), Separatist

Team 2: Armored Assault Tank (AAT), Separatist

Available Craft: Academy (Thule Moon)

TX-130S Republic fighter tank, Republic

All-Terrain Assault walker (AT-XT walker), Republic

Available Characters: Academy (Geonosis)

Anakin Skywalker

Mace Windu

Obi-Wan Kenobi

Jedi Knight

Jedi Master Yoda*

Battle Droid (via code)**

*Jedi Master Yoda is unlocked by achieving a bonus objective

**A total of 10 characters are available via cheat codes





The Clone Wars: Multiplayer Combat

Duel: Basic Tactics



Duels are simple, every-man-forhimself-style deathmatches. You get a point for each opponent you destroy. You claim victory if you collect enough points to reach either a set point limit or have the most points at the end of a set time limit.

Control Zone: Basic Tactics



Control Zone games take place in straightforward arena areas. You gain points when you are the only player inside the Control Zone—the large round white ring in the middle of each level. You gain about a point a second while inside this zone.

You also gain a point each time you destroy an opposing player. Otherwise, the winning points are allocated according to who achieved the score limit first or the highest score within the time limit. You must decide whether to risk exposing your craft in the Control Zone and gaining points, or staying away and staying alive, but earning fewer points.



Conquest: Basic Tactics



The arena has two almost identical opposing bases. At the start of the game, all buildings except for the base tower are neutrally aligned. Enter an outpost's zone (the white ring around it) to gain control of it.

Stay within this zone and your outpost produces a turret in around five seconds. Exit before this time, and the outpost reverts to neutrality. Keep inside your base, and the outpost creates four tower turrets.





More Republic gunships lift off from the Geonosian arena to join the craft attempting to thwart the Separatist forces ahead.



Stay in the base, and after the four tower turrets are produced, an allied unit (a walker for the Republic, an AAT for the Separatists) is produced, then another. The outpost has then reached maximum capacity. You may leave after one turret is built, and the outpost is yours.

If all four turrets remain on an outpost, any units destroyed respawn. Once units are created, all can be ordered (via the D-pad) to defend the HQ (or base tower), attack the opponent's HQ, hold position, or defend the outpost.





If you destroy all the turrets around an enemy outpost, it reverts to neutrality, letting you claim it. The object is to destroy your opponent's base tower, or HQ. You must decide whether to rush in for a quick victory or build up a solid defense, and where the most tactically advantageous outposts are.

Academy: Basic Tactics



You are inside an enclosed area, either on foot or inside a vehicle. From spawning entrances (four, dotted around the circular arena), waves of enemies begin to appear. These must be defeated. Each enemy has a different point value.



The player surviving the most waves without being destroyed is declared the winner. In Academy on Thule Moon, bonus coins appear after every three rounds. In Academy on both levels, a Duel occurs every three waves. Each player must defeat the others.





After the Duel, all player health is restored, and the game continues until the last player succumbs to enemy attacks. The player with the most points wins. As a general tactic, you must simply survive. Learn your foe's attack patterns and help opponents only when it is mutually beneficial.

Playable Units

The multiplayer outings allow you to control more craft than the singleplayer game allows. Below are the strengths and weaknesses of each of the game's vehicles.

Note that characters in the Geonosis Academy do not appear. They are discussed later in this section. Check out all the craft in the multiplayer games, but use the GAT or fighter tanks, because they are generally the most capable.

TX-1305 Republic fighter tank, Republic



- + Reasonably sturdy
- + Fast
- + Good secondary fire
- Low grip on steep slopes
- Weak hull on more powerful attacks
- Imprecise braking

All-Terrain Assault walker (AT-XT Walker), Republic



- + Excellent armor and extra shield
- + Can move, look, and fire
- + Powerful secondary missiles
- Very slow
- No boost—cannot access steep slopes
- Only three missiles per secondary ammo

Armored Assault Tank (AAT), Separatist



- + Good shielding
- + Fast-firing duel lasers
- + Devastating secondary fire
 - Poor maneuverability
- No boost or shield
- Secondary fire inaccurate with a long build-up

Hailfire droid, Separatist



- + Incredibly fast
- + Impressive acceleration
- Good for quick guerilla-style attacks
- No strafing ability
- Steering and braking problems at low speeds
- Only five secondary missiles

Ground Assault Tank (GAT), Separatist



- + Reasonably sturdy
- + Fast, slightly smaller than fighter tank
- + Good secondary fire
- Low grip on steep slopes
- Weak hull on more powerful attacks
- Imprecise braking

Player Colors









Note the color combinations present for the 1P, 2P, 3P, and 4P vehicles. Choose the color you prefer, or one you think will blend in with the scenery in the arena of your battle.



The Clone Wars: Multiplayer Combat

Power-up Items



Disintegration is a strong power-up that allows you to ram an opponent and destroy them. Opponents ramming you are not destroyed, however. Fast-moving vehicles have the advantage. Grab this 20-second power-up only when the enemy is close by.

The purple-hued invincibility device makes your craft impervious to shots. When you grab it, immediately hunt down and destroy all nearby enemies. If you're outgunned, remember to back away before the 20 seconds of power runs out.





Cloaking acts something like invincibility, but has the added bonus of making you invisible for 15 to 20 seconds. You can be hurt by weapon aftereffects, but hitting you directly is next to impossible. When cloaked, zoom in and destroy an opponent quickly, or stop at a good sniping point and drive your foes into the ground.

The superblaster triples the strength of your primary weapon, allowing you to hunt down and destroy opponents three times as quickly as normal. This has only offensive capabilities. Grab one when your enemies are close by or are well shielded. Combine it with your secondary attack for monstrous damage.







The cubic health crates seen throughout the Campaign are available in Multiplayer mode. They are needed after a vicious firefight, and can keep Jedi Masters from incurring a single defeat. Note that the round crates restore 25 percent of health. Stay near a few of these to pick off wounded adversaries trying to reach them.



A clone trooper gunship pilot listens as his Jedi brethren order him to take a particular flight path.



The blue missile crate is an ammo crate. It re-equips your secondary weapon. Search for these, because you must keep your missile batteries stocked. Sneaky players can fire off one missile, then run over a crate to prevent an enemy from taking it. Clearing the area of crates enhances their chance for victory.

These colored wheel-like objects, available only in Thule Moon Academy, are special floating points awarded when you impress the Jedi Council with your combat skills. Run into them to claim the point value, but don't follow them when the enemy is nearby! Most points float to the center of the arena. Pick them up there.



Expert Multiplayer Tactics

Before checking out the choicest areas for multiplayer takedowns in all 14 of the game's levels, digest some of the strategies that you can use to maximize your successes in the multiplayer combat zone.

Power Extreme



The first plan of action in any deathmatch game is to find the area of the map with the most powerups, then refuse to move from that point. This infuriates your enemy (capitalize on their mistakes!) and keeps you in power-ups as they respawn.







Snipe and Secondary Shelling



Remove yourself from the action and move to a vantage point behind cover, then zoom in on the action below or far away. You can attack enemies before they come into normal laser range. If you're swamped, shoot off your secondary weapon to cripple their vehicles before they reach your position.

Staying Serpentine



The mark of a great multiplayer is the ability to wind through enemy fire without taking a scratch. You must learn how to strafe out from cover and back again while continuously aiming at the enemy, and how to strafe around your foe while keeping the enemy targeted in the center of your screen.

If you want to charge an opponent or are taking evasive maneuvers because of a sniper, run in a zigzag pattern. You're more difficult to hit if you're unpredictable.

Predicting Your Opponent



There's nothing more satisfying than landing a barrage of missiles on the head of an opponent 50 feet away. Learn how to lead your enemy—fire where the foe will be and not where the foe is (primarily with projectile weapons).

When you spot a moving enemy, launch a secondary missile at the

spot your opponent will be when the ordnance connects. Otherwise, you're consistently late with your shots.

Alternatively, use your target and fire before the target disappears.

Setting Up Camp



Camping is frowned on by many Jedi Masters. Staying in a secure place for long periods of time and tagging enemies as they move past takes some of the fun out of multiplayer games. But if you're in this game to win, by all means claim a spot hidden from view, usually high up, and tag people with missiles or secondary fire while they attempt to locate you. This is especially effective when combined with Cloaking.

Move every so often to another spot with good cover or a commanding view of the level. Ignore your fellow players' whining. Who said deathmatches were fair?

Screen Test (Part 1)



One of the problems of playing a game with two or three other people is that any player can see where you are. So much for ambushes and escapes.

But take advantage of the view. Before a firefight, check the health and ammo of your intended victim to calculate your chances in the combat zone. Looking at your foe's screen is also useful when they are cloaked and you need to find them.

Screen Test (Part 2)



When playing Conquest levels especially, check your opponents' screens to see where they are and how many troops they have. This allows you to plan attacks. Think of your opponents' screens as a full-color visual radar.

Of course, they're looking at your screen for the same information.

Wall Inspections



To keep opponents from knowing your location, Boost to a safe spot or ambush point and switch to the first-person view, staring directly at a nearby wall.

Use this trick only when it is safe, and when you suspect your foe is attempting to find you by peeking at your screen.

Backing Up



It takes a couple of days of constant play to grasp all the layouts of the 12 regular multiplayer levels in this game. Try running through the levels in reverse. It helps your maneuvering capabilities and allows you to destroy an enemy who thinks he or she is chasing you.

If you can back up into a power-up while continuing to whittle down a charging player, you're lethal both forward and backward unstoppable, in other words.



The Clone Wars: Multiplayer Combat

Banzai!



This may be the most cunning plan of all, but it only works when you're playing against two or three other opponents. While two of your enemies are engaged in battle, stay nearby but out of sight. Just before one of them falls, wade in with all available ordnance blazing and take out both wounded players. That's two frags for the ammo expenditure of one!

Power Even More Extreme



There are no limits to the power-ups you can collect at once. If you collect a time-limited power-up after you've already taken a power-up, you get an extra 15 to 20 seconds of power.

For a few seconds, you can be invulnerable and invisible, firing a superblaster and disintegrating any opponent you ram.

Jedi Master Class in Academy



Before starting the Thule Moon Academy level, be aware that the number and types of enemies are greater and more difficult with more players. As players are destroyed, the remaining players must fend off subsequent waves of enemies that were designed to be destroyed by multiple players.

If you think you're a hotshot Jedi, start a four-player Academy, let the three other Jedi explode, and complete the 20 waves on your own.

Conquest Base Running



The key factor in Conquest mode is the sheer number of variables in play. Do you scout ahead and risk a base attack, or stay near your base tower and never reach your foe? Vary your tactics from one game to the next. Check your foe's screens to see what they are planning, and use this to your advantage (if your foe is building close to home, for example, you can Boost to a middle outpost to claim it).



All other tactics in the Multiplayer mode games are specific to each map, and are detailed in the remainder of this chapter.



The flight path of the gunship carrying Mace Windu and Yoda takes them away from the main battle to the Republic clone trooper deployment zone. The gunship touches down.

Build Your Own Bots!



If you own the GameCube version of this game and two (or more) Wavebird wireless controllers, but lack people for multiplay, you can attempt and practice all the multiplayer levels with only one joypad.

Insert the Wavebird controller receivers into the GameCube, making sure all the frequencies on the receivers are set the same. Set your controller frequency to 3 and you can control all the receivers (and therefore multiple players) from one controller.





The downside is that all the player movements are exactly the same, but this technique still gives you a target to shoot and the chance to learn the multiplayer levels before challenging fellow Jedi (or Separatist scum) to combat.



STAR WARS

Arena #1: Kashyyyk Moon (Duel)



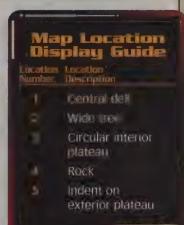


The Kashyyyk Moon Duel is set in a vast circular arena. Just inside the circular exterior wall is a narrow corridor that runs completely around the arena. Inside this are a series of grassy earthen mounds.

The mounds are broken into numerous sections by pathways that meander through the forest. The trees are uniform, and you can hide behind many. In the middle of the level is a ring of trees surrounding a superblaster power-up.



The first area of interest is the middle of this level (Map Location #1). Boost here to secure the superblaster (speedy vehicles are much in demand). If you're waiting for the superblaster to spawn, the trees make reasonable cover.





Hide behind the trees in the glade, then side-strafe out to blast a victim before scooting back behind cover. The trees make missiles difficult to fire, so zigzag around trees if you're being fired upon. Stay close to or slightly away from trees if you're firing.



Some trees have wider trunks and larger buttress roots. These trees (Map Location #2) provide better cover. In three- or four-player games, an attack from behind can be a problem.



Note that the central glade's undulating hillside makes a great hiding spot. Most weapons fly over and around the hills because they aren't that high, but they do provide moderate cover, and you can confuse an enemy by hiding here.



At the edge of the forest is a raised, flat circular area. Up here (Map Location #3), you have a commanding view of almost the entire middle of the level and can pick off enemies crossing the forested area. This can confuse your foes, and besides, it's easier to aim from high places.



Lingering here is an invitation for a target lock and a missile barrage, so patrol this zone in a massive continuous circle-strafe.



You can Boost along the bumpy ground surrounding the level, use the elevated bank as a ramp, and launch into the air (ignore this suggestion, walker pilots!). A couple of rocks (Map Location #4) are good for cover.



The Clone Wars: Multiplayer Combat





The highest ground in the entire level is the undulating bumps separating the exterior plateau from the interior one. Aside from using them for airborne jumps with Boost to maneuver away from enemies, you can find powerups and ambush points here. Behind the fallen tree is a fine place to wait for a passing victim.



This is a fantastic spot to wait, viewing the area around you and

shooting any foes you see. Use radar or watch your opponents' screens to ensure you're not about to be ambushed. Your elevation is an advantage. When you're targeted, slide back down the hill into cover.



Two shallow indents (Map Location #5) in the exterior circular plateau in this level provide some protection. If you're backing from a fight, drop down, then turn and boost behind the hillside cover. Remember the power-up in one of the indents and hide here—unless you're piloting a walker, of course.



Mace Windu confers with a clone trooper company commander about the status of the conflict.



The exterior plateau is a great way to move around the map, using stealth to limit the chance of being struck by enemy fire. Keep to the

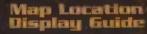
walls and use the numerous gaps in the hillside to dart out, blast at an enemy, and dash back behind cover.

Arena #2: Rhen Var (Duel)





This vast, icy tundra is two sections linked by a huge archway in the middle. The western area is a vast, undulating, oval arena with impenetrable exterior walls. Half a dozen buildings are dotted about—useful as ambush points or cover.



- 1 Arched structure
- Central structure
- Arched structure
 - Rooftop building #2

Through the archway, the eastern oval arena is even bigger, but it hasn't the number of power-ups. The rippling hills in this area make piloting an interesting and deadly game of hide and seek.

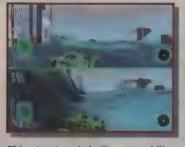


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The left side of the hill area, on the east of the map, has a number of undulating hills and a large square arched building (Map Location #1). On the upper hilly ground next to the building are two support struts. Both have health and missile power-ups.



This structure is built on two hills that provide an excellent view of almost the entire eastern arena. You can spot enemies coming through the central gate (Map Location #2), attempting to hide near the opposite structure, or moving between hills.



This also means that you're a sitting target. Duck behind the hillside if you're spotted. Hide behind the base columns of the building and launch an ambush.



If your enemy is low on or out of missiles, the hill near the eastern perimeter, with the missile power-ups, is a good place to guard. You're also near the frozen lake that leads directly to the central gate. If you Boost into this area from the gate, you know missiles are directly ahead.



You can use the aerodynamic qualities of your craft to Boost into sharply ascending hills and fly through the air. This makes it more difficult for your opponents to aim at you.



On the opposite side of the arena from the initial structure is a second, almost identical structure (Map Location #3) except that it has an additional, unattached column rising from the ground. Health is available under the column. Again, this is a good place to hide or wait.



A clone trooper company commander receives information on the whereabouts of Count Dooku. Meanwhile, companies of troopers prepare to advance on the fleeing Separatists.



A large proportion of battles are fought in the central structure, the thoroughfare between the two arenas. Missile power-ups can be used as bait to lure victims into a firefight, and the walled area on the hilly side of the arena is a perfect lurking point.



The flat arena with the buildings is less complex than it initially appears. Ahead is a main arched structure (Map Location #4) that you can circle around. The ice at the base of the structure provides cover that you can see through (useful when you're zoom targeting). Missiles are under the structure.



The building to the south of the main archway is against the perimeter wall and provides only

modest cover. On the other side of the archway is a shorter, wider building with a disintegration power-up on one side and a superblaster on the other. Grab both for ultimate devastation, and guard this area from your foes.



Behind the archway is a second building (Map Location #5), identical to the one with the power-ups on either side. However, you can move all around this building. You can also Boost up the sides of both these buildings and roost on the roof. From here, you have a commanding view of your enemies, and can fire on them or drop down and charge.



At the back of the second arena is another arched structure with a health power-up beneath. This isn't particularly handy for hiding, although you can zoom around and behind the single column in the corner. Use it to peek out at an enemy and dash back behind cover.

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Arena #3: Geonosis (Duel



This L-shaped zone has three arched bridges on the long side that end in a finely balanced rock with a couple of cunningly placed items. On a shorter area, a second disintegration power-up rests near a miniarena of rock spikes, and you can grab more power-ups in a hillside secret area. You're always near a combat situation, which requires less finesse and more target-and-destroy confrontations.



The smaller end alcove in this zone (Map Location #1) is a must for vicious firefighting. Hide behind one of three rock formations and wait for enemies to move down the curved ramp leading from the bridge.



Use the nearest rock bridge near this small arena to move down the length of the level. It's a well-used point. From here (Map Location #2), Boost into both the small and larger arenas in this part of the map.

Map Location Display Guide

Location Location Number Description

- Smaller end alcove
- Rock bridge
 - Narrow rocky path
 - entrance
 - Narrow rocky
- path exit
- Balancing rock



Boost along the top of the rock bridges (making you difficult to hit or follow), then drop off either side to the arena floor below. Use this tactic to evade the enemy or to land near an unsuspecting foe.



On the walled side of the smallest arena, Boost up the wall onto a narrow ledge at the same height as the bridge. Move around a ramp to a high alcove. Up here you find missiles and a superblaster. This is a good place to defend and snipe from. Boost at the wall under the power-ups from the bridge, then strafe and turn right while Boosting and climb the wall to land near the power-ups without ascending the ramp.





Move to the larger arena on the lower ground, near the alcove with the power-ups. This is a great spot for dogfights or moving in to demolish two foes already in combat. The rock spines provide good cover from missiles, and the central ammo crate is great to use as bait for enemies.



The arena continues under a long rock bridge. The interior of the bridge, beneath the span, has a health power-up that's initially difficult to spot. This indent is a perfect place to hide or wait to ambush an enemy. Or drop down after collecting the health on the bridge, and head here for more health.



The exterior of the arena is the most interesting area. A ramp near the arena with the circle of spines leads to a narrow, rocky path (Map Location #3). This path leads along one entire side of the exterior wall. Anywhere along here is a great ambush point or hiding place.



The path leads to a gap, under which is a partly covered cave entrance with ammo. You can reach this from the main area banks and is near the next rock bridge. Use this area to hide from or ambush others, or Boost down into the last arena section to find the final rock bridge and balancing rocks.



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If you Boost over the gap in the narrow pathway, (strafe left to avoid falling off the path), the pathway continues behind a rock. Wait here. The pathway ends in a rock ramp and an invincibility power-up (Map Location #4). Find this place immediately and guard it.



From here, Boost up the ramp and land on the balancing rock to

claim a cloaking and disintegration power-up (Map Location #5). With three power-ups activated at once, you're unstoppable. Time the jump precisely (practice!), then hunt down your doomed prey.



There's another way to grab the cloaking and disintegration powerups on the balancing rocks. Point your craft toward the end of the zone where the ammo crate is, and Boost up the ramp to the right of the bridge and rock. Strafe left as you ram and fly up the rock, then land on the balancing rock and claim your prize.



Jedi Master Yoda instructs his clone trooper guards to ascend from the deployment area to follow Obi-Wan and Anakin Skywalker. He senses they are in great danger.



The rocky flat area midway up the opposite wall is a great place to speed up and avoid gunfire, and you can quickly get to the

initial arena and

superblaster



alcove. Avoid missiles in the rocks

overlooking the larger arena and

second bridge, or drop there for

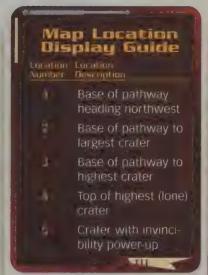
an ambush.

Arena #4: Thule (Duel)





This map is initially confusing, but you'll see that this is a series of four large craters, each lower than the previous one. You can drop down to most of them from the previous crater.



Surrounding these craters are a couple of winding roadways that lead to the top and a semicircular lower area on the east side of the level, where you start either of two ascents.



This map is unlocked as a bonus.







Start at the bottom and work your way up. The eastern part of the level is a massive trench with two midlevel side pathways. Avoid this area if possible, because enemies on the upper plateaus can see or ambush you. You can hide by the giant stalagmite near the health power-up. Hug the interior wall sides if you're being fired on—the curve hinders missile strikes.



This area has three separate exits, all taking you up slopes to the tops of the levels and the four crater areas. The first is near the stalagmite (Map Location #1). It leads to connecting passages and a choice of craters, allowing you to escape in several directions.



The second exit is a curved path around and up to the largest crater (Map Location #2). This ramp can be accessed about halfway up by Boosting up the rock wall leading to it or by using the ramp. Once at the top, secure the largest crater and take the superblaster, health, and ammo.



The third exit (Map Location #3) is much more dangerous, and therefore excellent as an ambush point. It leads up to a separate crater housing the disintegration power-up. You can't Boost up the left wall as you ascend, so Boost straight up or over the crater wall to escape fire.



From the top of the lone crater (Map Location #4), follow the pathway, grab the missiles, and fall back down onto the lower semicircle ground. Or, head into the crater, grab the power-up, wait for a victim, or chase one nearby.



Alternatively, Boost up the ramp and continue into the middle (smallest) crater with the cloaking power-up. Rest here if you're cloaked—there are too many entrances to be safe otherwise.



The remainder of the zone might be confusing to the untrained Jedi. You can Boost from the middle crater, heading up over the ramp



The hailfire droid's battery of missiles inflicts quick and impressive damage. A group of hailfire droids disembarks from the Techno Union ships and attempts to halt the Republic onslaught.

and landing on the southernmost crater with the invincibility power-up in it (Map Location #5). You also can exit via the top of the pathway, up a wall, and into the end of a pathway that started at Map Location #1.



Or you can drop off the north part of the crater and land on the pathway leading to the first crater—the pathway that starts at Map Location #3. This eventually returns to the crater (head up) or the semicircle arena area (head down).



If you Boost over the crater ramp and land in the crater with invincibility, head up the ramp to the northeast. Boost over the pathway to land in the largest crater. Grab the superblasters. If you're quick, you can drop down all four craters and nab every power-up.



Alternatively, Boost up and over the north or northwest walled area and back into the pathway that started at Map Location #1. Here lies a health power-up (this is a good place to pinpoint where you are). The pathway continues up and around to the west of the invincibility crater, where you find missiles. This is a good place to rest or ambush.



The pathway itself starts at Map Location #1. This is a main thoroughfare, although you see foes Boosting over it as they leap from crater to crater. Head up and left to the invincibility power-up, or climb right for the pathway up to the cloaked crater. At the top, head left when the path splits. This dead-end is a good hiding spot.



Arena #5: Raxus Prime (Duel)



Unlike Kashyyyk Moon, the junkyard of Raxus Prime has many more opportunities to hide, ambush, and lose your way. This giant zone has a larger area holding a massive wrecked ship at the top, long passageways littered with metal box buildings and overhangs in the middle, and another open area at the bottom.

There's also a force field. Blast the force field wall to enter a large open area bristling with items, and a secret zone where you acquire cloaking power-ups.



Working from one end of the battle zone to the other, think of the top end of the map as a horseshoe-shaped area, with a health power-up on one side and cloaking on the other. Ambush combat and circle-strafing while shooting can take place here.



In the middle is the junction for a passageway under the arched



wreckage. There's also a hiding spot (or an ambush point!) behind the giant wrecked spaceship in the area near the health power-up. Stay by the exhaust engines, then pop out and surprise a foe.



Turn around and you spot a giant spaceship in situ. It is broken into two hollow pieces. The left hollow is full of junk and hangs you up, but you can stop here while cloaked.



The right side of the brown pipe leads to a missile crate. Stay here for a cloaked ambush or follow a victim inside, where the dead-end prevents their escape. The first player into this hollowed ship is likely to be destroyed because of limited maneuverability, especially for walkers.



At the entrance to the arched passageway, you can either Boost under the archways and into any number of hiding places, or gain a little height. Facing the archway, you spot a metal ramp (Map Location #1).



Boost up and land on the crossbeam of the first archway. This is a great place to stay when cloaked. Confuse enemies, aim down and blast them, or Boost down and ambush them. It may take a few attempts to Boost from the metal ramp onto the girder. Watch the narrow middle part, and strafe left as you land.



Weak wall to

A secret area is behind the wall below and to the left of the girder, when facing south down the archway corridor. Use about 30 missiles to blast through a dark gray wall structure that joins the junkyard wall to the archway.



Behind this wall is a whole host of power-up rewards—health and two superblasters. You can turn the tide of battle if you collect these two, then Boost out to the archway, and move through more of them on your way to the south end of the structure. More than 40 seconds of blaster power is yours.







The long middle corridor is a haven for ambushes. As you enter the corridor, note the open space leading to a pile of junk on the right side (Map Location #2). Behind the archway girder is a superblaster. This is a great ambush point.



Cloaking and superblaster powerups show up as you progress through the arched corridor. The buildings are great to wait behind and Boost out from into combat, especially when cloaked. If you move to the cloaking power-up and Boost up the side of the building, you can land on the roof (Map Location #3). Confusion reigns when you stay up here, cloaked, and fire at enemies!



After the power-ups in the arched corridor, note the area opposite the top of the level. Aside from the force field wall (Map Location #4), this has a similar horseshoe shape to it, with health on one side and cloaking on the other. The sides make a great ambush point. You can't ram through the force field wall, but if you pepper the wall with laser fire (around 120 shots from the GAT), or better vet fire off 15 missiles, it disintegrates for the remainder of the match. Remember the missile crate at the bottom entrance to the corridor.



The clone trooper command center on the bridge of the lead AT-TE walker confers for a moment, gauging the different attack forces, and allocates clone troopers to each battlefield hotspot.



Go through the force field wall to a secondary arena with loads of sniping and ambush areas. When you enter, turn right and head for the metal ramp (Map Location #5). Boost up it and over a junk wall to a secret cache holding four missile crates, three cloaking devices, and health. This gives you a full minute of cloaking. Guard this are. If necessary, ambush those headed here after you. Then boost out to the opposite side, past the health and to the disintegration power-up. You're cloaked and able to destroy an enemy by ramming. Perfect!

Arena #6: Thule (Control Zone),

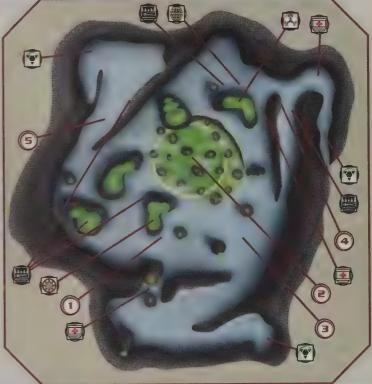




If you've played Thule's Duel
Zone, you expect the Control
Zone to offer a confusing series
of undulating gray hills. This
map doesn't disappoint.
However, the central arena
nature of the Control Zone
maps means that this level isn't
as complicated as it first
appears.



Aside from the luminescent central control area, the main areas of activity are in the northeast and southwest corners, where the majority of the power-ups lie.



This map is unlocked as a bonus.





Starting on the south side, a long pathway ascends from the southeast area of the lower arena area and heads west up the hill. It then swings around east as the pathway reaches a rock wall at the top. Here, on an upper alcove, is a superblaster. This is a great retreat. You can Boost up the pathway walls to save time.



Halfway up the pathway is an area of luminescent rocks (Map Location #1) leading directly to a health power-up. If you Boost directly at the health, continue over it and up the slight ramp, you fly across the pathway below.



You land on a raised sliver of luminescent ground, on top of which is a disintegration power-up. Practice the landing, strafing in both directions to avoid falling off the plinth. Then you can take the power-up, drop down to the central control zone (Map Location #2), and explode everyone in that area.



This disintegration power-up is most helpful when clearing the central area of enemies, but jumping from above isn't the only way to grab the item. You also can execute a Boosting run-up from the control zone, ram the wall and Boost up it, and stop on the plinth. Now grab the power-up.



The southeast area of the map (Map Location #3) is relatively flat. You have ample opportunity to exit the control zone (where you're exposed), and guard it from an area that's both easy to maneuver around and comes with a missile crate. You can guard the control zone and the ramp to the superblaster from here.



Move to the eastern wall of the arena, where a pathway rises to the northeast corner. This houses missiles on the way and a health at the top. It's a little far removed from the action, but you reach the top quickly.



More squadrons of clone troopers stand ready, waiting for deployment. Those who see no combat action on Geonosis soon test their combat training as the Clone Wars continue.



From the top, use the ramp to Boost over the pathway below, onto a plinth on the opposite side of the arena (Map Location #4) where invincibility can be obtained. This is the only way to reach this ledge.



Don't just head here for the invincibility power-up. Below the plinth are a trio of items—ammo, cloaking, and health—all easy to take if you use the plinth walls above as cover. Pop out and strike down the enemy in the control zone, or enter it while cloaked.



At the top of the pathway on the east side of the zone is a superblaster, perched high above

the ground opposite the wall. Boost up to grab it (ideally while cloaked), and this becomes an excellent sniping spot.



At the northwest area of the map (Map Location #5), check out a third and final pathway up to a superblaster, the weapon of choice for this level. You can either stay exposed and accumulate points in the middle control zone or power up your vehicle and hope your foe doesn't pick up points while you're collecting.



You can Boost up the sides of all the hills except the plinths. The superblaster in the northwest zone is easy to reach. Blast down toward a collection of stalagmites, head under a narrow entrance, and bag a partly hidden missile crate before battling back for control.



Arena #7: Raxus Prime (Control Zone)



Although this arena is simple in size and shape (a central control zone, with more powerful items dotted around the circular exterior), you can use many tactics in this chamber.

First, the control zone is elevated, meaning enemies must move into the zone to target you. Second, the wreckage makes great cover and sometimes a launching pad. Third, you have several ways to enter or exit some of the wreckage. Power up, then guard the three health in the control zone for the best results.



In the northeast area of the map is a giant force field. This cannot be destroyed. You can only move about in the central zone. A lack of objects (there's only one health crate) means little fighting occurs here. Use it to hide.



Toward the control zone are two pieces of spacecraft wreckage. Hide behind the southern one so that enemies hit the structure with their shots. The other (Map Location #1) houses a missile crate beneath its arched structure, and another ammo crate is between the two wreckage

Mi	ap Location splay Guide
Locatio Number	
1	Arched wreckage structure
2.	Control zone
	Wreckage ramp
	Archway alcove
	Space debris (two pieces)
1	MIL

pieces on the hill. These are likely to be available, because the main action occurs elsewhere.

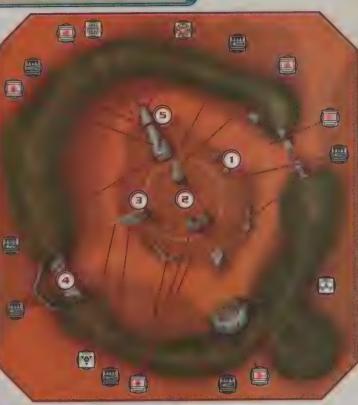


Head up into the control zone, the highest point in the level. It's easy to access but difficult to defend. The high ground acts as cover, meaning enemies must move to the zone to destroy you, rather than lurk in cover. The problem is that the enemy can approach from any direction. Hole up behind the wreckage here (Map Location #2).



Both structures on top of the control zone have health inside them—three health in one, and one health around the back of the other. Try to shrug off attacks and use the structures as partial cover.

Peer from the top and down the sides. When you see your foe, decide whether to run for a power-up and return.





The control zone has a ramp jump in the form of a piece of debris sticking out of the mound to the southwest (Map Location #3). Use your Boost to move up and onto the ramp, taking the ammo crate if necessary, then Boost through the air, grabbing the superblaster. Return to the control zone with impressive ordnance.



If you plan an attack or want to return to demolish a foe, first Boost off the ramp and collect the superblaster. Then Boost down to the exterior circular road and up to an archway alcove where another superblaster and three ammo crates are available (Map Location #4). You can move here from lower ground, too.



This area provides excellent range for peppering your opponents. You can go forward and retreat; the enemy can only attack from in front of you. Plus, you have a plentiful supply of ammo for your more powerful weapons!



STAR WARS CLONE WARS



In the south area of the map, a broken piece of debris holds cloaking, disintegration, and ammo. Claim these and find your foe. You can climb on the wreckage and hide on its roof before dropping down.



Consider securing a large piece of debris split into two separate

pieces in the north (Map Location #5). Inside the debris nearest the exterior wall are disintegration. cloaking, and health power-ups. Enter here while traveling east to west only. The entrance is a great ambush point, from the control zone or higher exterior wall.



The other part of the debris houses two ammo crates and a health power-up. This tubelike structure is great as cover and for darting into to get ammo before moving back into the control zone. However, the only other exit is at the bottom heading west, so this area can be a good ambush point, especially if you drop down from the roof of the first piece of debris.



While clone troopers on Yoda's Republic gunship aim at any enemy incursions, the Jedi Master disembarks near the last recorded position of Obi-Wan and Anakin.



The exterior pathway around the area also provides a measure of safety. From there, aim at enemies heading for the control zone and wait for power-ups to respawn. Circle-strafing around the arena

edge allows you to see distant fighting or enemies before deciding whether to engage.



na #8: Thuie Moon (Control Zon





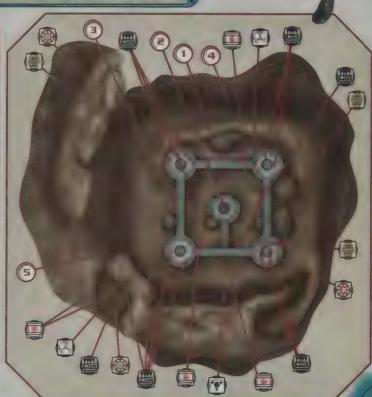
This level has an impressive array of power-ups, and the western exterior rock faces hide even more items! The



Location Encation Number Description

- North rock face (boost up here)
- Control zone
 - Linking platform
 - Empty high alcove
 - High alcove junction

action is mainly focused in the five central landing bays, where combat occurs around, on, and even underneath. Watch out if you're at ground level. Rocks can block the course back up to the pathway.







Starting at the lowest level, the entire rocky plateau underneath the five landing pads brims with hiding places and items. Working around from the ramp to the control zone, there's ammo on the east and north sides (Map Location #1) and on the west, all under the four upper platforms.



Escape to the lower area after cloaking, or hide there, then dart out to the ramp leading to the control zone. This area also holds a huge amount of power-ups on the east side between the ground and the outer pathway. By the southeast platform column, a disintegration power-up waits.



In the east area, behind a gap in the rocks, is a cloaking power-up. Underneath the northeast support column is invincibility. It's easy to take all three items in quick succession, making you unbeatable. You can grab these power-ups by moving down from the exterior pathway. You can then Boost back up or continue down. This eastern lower area has many hiding spots around rocky corners.



The ramp (Map Location #2) is one of two ways to reach the control zone. Keep low around the power-ups and claim all the items. There's cloaking and ammo on the way to the control zone.



Boost around the four upper landing bays, grabbing two ammo crates from each bay. Each bay is accessible from the outer perimeter roadway that circles the structure. The roadways leave you vulnerable to enemy fire, but you can Boost onto the control zone from any of them (one is shown at Map Location #3).



The outer pathway is also interesting to drive around or escape to, especially when you realize you can Boost here from almost anywhere below the structure. South of the control zone ramp is a superblaster—grab it before you zoom down to the zone.



Move counterclockwise around the perimeter pathway from the south. Directly north is another



The barrage of Republic energy weapons begins to pay off as a gigantic Techno Union ship falls from its landing spot, crushing hundreds of the droids it just deployed.

superblaster, this one near a protruding rock that can act as cover. The roadway is exposed to ambush points from below.



An interesting rock formation allows you to Boost from the bottom of the map up the north rock face. Go past the superblaster and up onto an empty alcove (Map Location #4) high above the landing bay structures. Most of your sniping takes place here. You can also drop down and surprise your foe, but don't get trapped while Boosting up the rock wall.



The west side of this arena has two pathways, both accessed from the northwest corner of the map. The lower one takes you by an ammo cache and up to the southwest landing bay. You can Boost easily to the control zone from this area.



The other pathway takes you to an ammo crate in the southwest corner of the map. You can also Boost to it from ground level near the southwest landing bay. From here, locate a higher mountain path heading west to a junction (Map Location #5). Boost up here.



Grab a great load of items by Boosting south over a ridge to a hidden alcove where health, ammo, disintegration, and invincibility power-ups lie. Boost northward. After a winding path, you reach a smaller alcove with cloaking and disintegration. Lob missiles downward from here, drop down and ambush, or simply snipe.



Arena #9: Geonosis (Conquest)



This is a straightforward threearena set-up with a twist: two narrow grooves running along the east and west upper edges of the middle arena. Each houses a power-up that can turn a game around if carefully used.

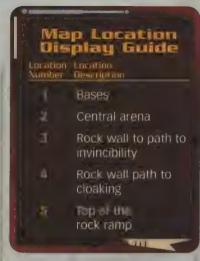
These are easily overlooked, but are perfect to cause havoc in an opponent's base, especially if you have a teammate who can grab either of them and terrorize your foe's structures and vehicles.



There are two bases in front of you, to the left and right. This area (Map Location #1 on both sides of the arena) is where your defenses are the strongest and where you make your last stand. You appear in front of your headquarters.



You can build up one or both of your bases to defend the HQ with heavy fortifications, moving to the middle of the arena and taking outposts to waylay your opponent



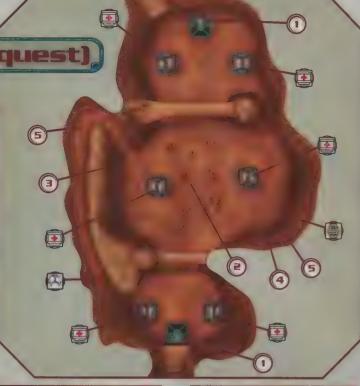
before returning to secure this main base. Or ignore the base, Boost to your foe's hideout, and score a quick victory.



The sides of the two outposts near your base have natural cover. The sides nearest the walls are a great place to hide when you're being fired on or while your outposts are building. Ammo and health crates are inside each outpost if you need them, but the enemy can snag them, too.



Turn left at the middle area of the arena (Map Location #2) and build up an outpost there. Your opponents will likely stray into your outpost when emerging from their base.





The central area is a key area to control. The team that builds and successfully defends the two central outposts plays havoc with their foes' base. Tag a building and build a couple of turrets, then claim the other before your opponent knows what's happening!



The central arena's circular floor, with its numerous rock spines, makes a good place for a battle and an excellent spot to send your created troops to. Stop your walkers or AATs in this zone, moving them to back up others at the outposts here. You have a wall of fire support backed up by outpost turrets.



When you enter your opponent's base, stay on the far part of the inside arena wall (in the central zone), then dart out and fire off salvos. It is difficult to maneuver toward the base itself.









The other main area is the rock walls on either side of the central arena (Map Locations #3, and #4). Each has a slope leading upward. Make sure your base is safe, then Boost up here.



From the top of the rock ramp (Map Location #5), you can Boost up to the higher rock, then up and onto the natural rock archway bridge that spans the entrance to each base. They both make good blasting vantage points, especially when you're cloaked!



Zoom in from this vantage spot near the start of the bridge and launch salvos at your opponent's base or even at the buildings in the central arena should they slip from your control. Boost down from the archway to the top of one of your (or your opponent's) outposts, where you can hide and snipe into the arena.



The Republic has the Separatist forces on the run. They must prepare to take advantage of this by destroying as many droid-carrying core ships as they can.



Finally, move from Map Location #5, turn around, and Boost along the narrow rock road to a powerup (either invincibility or cloaking). Throw this into the gameplay to keep your foe guessing. You can Boost up the rock wall beneath the power-up, then side-strafe over the rise and onto the item, instead of

using the ramp.

Arena #10: Kashyyyk Moon (Conquest)





The layout of the Kashyyyk
Moon Conquest Zone is much
the same as the Geonosis
landscape, albeit with three
hazardous drops, more bridges,
and a couple more entrances
from which to plan attacks.

Map Location
Display Guide
Location
Location
Description

Bases
Central arena
Pathway along sides
of arena
Pathway along sides
of arena
Entrance to secret
pathway

Plan a full-frontal or a sidepassage attack as well as moving into, and claiming, the central ground as your incursions continue. Remember that ammo dump on the high ground!





The two bases (both labeled Map Location #1) are almost identical to each other, except that the red base is lined with a few trees. Remember this, as walkers can get caught behind trees.



Both bases can be attacked from a side canyon on each wall, or from the lower forest and rope bridge area directly ahead. The scenery varies by the first death plummet gap on the lower ground. One base has extra rock cover for attackers to move behind.



The central area of the map (Map Location #2) is a series of three ravines (the death plummets) that are difficult to traverse. The bridge locations near both bases are different, too. One base ravine is wider and closer to the base. When crossing the bridges, aim straight, because the bridge supports are driven straight through!



The middle section of the map presents an interesting challenge—there are two outposts, one closer to a base than the other. Stake a claim here, because this base is important for defending the rope bridges that lead to your base.



If your opponent doesn't claim his nearer middle outpost, take it instead of your nearer middle outpost. You can churn out units closer to the enemy and use the base you've claimed as defense when you return to your middle outpost and build it up. This is a great defensive area to have.



Of course, your opponent may have moved down one of the two canyon roads flanking the arena's sides (Map Locations #3 and #4) and ended up on the outposts along the higher ground. These two outposts are important, too, because you can order troops into your opponent's base from here.



Jedi Master Yoda lands in a safe area and is met by a clone trooper exploratory force who informs him that Count Dooku and Yoda's Jedi friends have been spotted.



The distance between the side outposts and the two in the middle of the forest, however, means you'd have to travel a greater distance to reach your next outpost location. The middle outposts are easier to build up quickly than the side ones—and there's more traffic through the middle of the level.



The outpost on the eastern side is much more exposed than its counterpart to the west. From the east outpost, use the pathway to see where your opponent is down below. Walls shield the west pathway except where the outpost is located.



The eastern base also has a secret pathway. On the mountain wall

surrounding the outpost is a piece of gray rock, under which is a hole (Map Location #5). This is the entrance to a path that leads upward in a giant semicircle.



At the top of the slope is a high vantage point with three ammo crates. Although this point allows you to snipe almost undetected, your opponent can easily move into cover, and the ammo crates aren't necessary because each outpost has one. Use this to gain a sniping point when you're playing four-player matches.



An assault on the opposing base can be tricky, however. Your squadrons may get tied up in the middle area, as they move over bridges and walk through open grassland. Send some down the middle, a couple along the pathway, and yourself along the other pathway for a three-pronged attack.



A)

Arena #11: Thuie Moon (Conquest)



This map breaks from the pattern of the previous two arenas and takes place on three rock islands. Two are main base areas separated by ravines that pose the risk of deadly plummets. To the west is a third promontory with two outposts—an important tactical location.

Bridges provide the only access to the base areas, so they are the most important parts of the map to secure. Be aware of the two pathways to extra ammo crates.



The initial base area (Map Location #1 on both areas of the map) is a little larger than those of previous Conquest Zones, and it needs to be—you have three outposts that can be defended. The plan here is simple: Move to the third outpost, just visible ahead of your starting point.



Building up a heavily fortified outpost using the building nearest the connecting bridges makes the most sense, as you have an early warning system that alerts you to incoming enemies. When this



outpost churns out its two vehicles, return to the outposts near the base itself.



There are a few differences between the bases. The third outpost of the south base is closer to the main base area on more mountainous terrain. It is also slightly bigger. The north base is flatter, with less surface area. They are equally difficult to defend. Don't fall off behind the base. That ravine is deadly.



Each base has its own secret pathway. Starting with the north base, head south and west until you're almost at the bridge leading to the promontory area (Map Location #2). Then turn left along a pathway to an exposed ledge with two ammo crates.





This hilly area is perfect for checking on how your enemy is progressing to the promontory and for looking at any weaknesses in your foe's defenses. Boost around the hillside, checking the enemy island. Watch the steep slopes on the southeast side.



The other secret pathway is on the south base island and is reached by Boosting to the north and east of your base, on a road winding up the mountain to the right of your base (Map Location #3). It takes a few moments to reach two ammo crates atop the mountain.



Unfortunately, this mountain offers only a glimpse of your base's bridge area. It is almost impossible to snipe from this point, so this is only useful if you want to descend and ambush an enemy or look into their base. You can, however, Boost up near the two rocks to

the right of the bridge and strafe onto the top of the mountain without using the pathway.



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Two bridges are along the far edges of each of your bases (Map Location #4, four points). The single-lane bridge leads to the two outposts on the promontory, and the double-lane bridge links both base islands together. This is where your defenses must be strongest.



Create as many units as possible and send them to this bridge area

to secure it. Use the rocks and mountains as cover. Fight off any enemy incursions. If you meet no resistance, begin to move your units across the bridge.



If you can arrange a large unit platoon on the enemy side of the double bridge, claim the promontory's two outposts, and churn out units to storm the single-lane bridge (ideally, this takes two players), you can shut off the opposition and begin the invasion.



The advancing Republic forces are met with a barrage of enemy missile fire. The gunships take evasive action, but one is hit and crashes to the ground.



The last spot to investigate is the promontory (Map Location #5). Instruct a teammate, if you have one, to Boost to and hold this promontory, moving to the farthest of the two outposts first.

A vicious firefight develops if rival factions both head here, so find the extra health in the fallen rocks behind both outposts. From here, mount your second strike force and outnumber the enemy.

Arena #12: Rhen Var (Conquest)

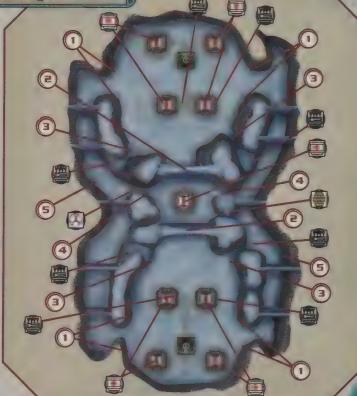


This is the largest of all the Conquest maps and is more suited to a four-player fracas than a two-player duel. Each base comprises four outposts away from the wall. This means enemies can attack from the back.

Each base has five entry points—two from the east, two from the west, and one from the main area—making them difficult to defend. Two long corridors parallel the main thoroughfare, and gaps along the main route

Map Location
Display Fuide
Location Location
Tunbe Recipitation
Adde passageway
entrances/exits
Sheet ice to middle
section
Hillside alcove
entrances
Hillside alcove
entrances (middle
section)
Side passageways

mark numerous power-ups on ledges overlooking these corridors. A lone outpost lies in the tactically important middle of this level.



This map is unlocked as a bonus.





It is important to note how vast each base is—the area you defend is almost the size of the entire Geonosis conquest map. Because of the number of entrances, quickly build up all four outposts.



Even the outposts near your base should be fully armed and defended by units, because the rocks to the west and east each have two exits (Map Location #1, four points). When attacking an enemy stronghold, Boost out and around the back of the base, where there's less firepower to watch out for.



A giant sheet of ice blocks your path as you move to the far end of your base (Map Location #2). Four laser bolts take this out, but don't shoot through this until you want to move into the central area. Leave anything intact that will stall

the incoming enemy



At the arena's far end are two lower hillside entrances (Map Location #3, four points), each leading to an alcove with an ammo crate. These are useful for extra ordnance when attacking and defending a base and are difficult to access from the side passageways.



The middle section is the most difficult area to defend. Another sheet of ice is ahead (keep it intact as long as possible), and to the sides are four hillside exits (Map Location #4, four points). One exit on each side drops to the side passageways; the other two lead to either invincibility or cloaking.



Boost directly from your base into this central section, get both the invincibility and cloaking, then set up a bristling gun turret outpost with a full complement of units.

You can bring more in from your main base, which leaves your main base undefended, but it's the quickest way to amass troops and send them into the opposing base.



An AT-TE walker takes an enemy missile directly in its frontside area and is effectively disabled. Clone troopers fearlessly back up the AT-TEs as the enemy is routed.



If you muster enough forces in the central area to hold this outpost, you effectively control two powerful items. Use these items to fend off enemies, create diversions (sneak to the back of a foe's base while your colleague mounts a frontal assault), or even back up your own base.



Your opponent has probably started building well-defended bases nearest the entrance to the middle section if they also followed the advice above. Try to periodically mix it up, Boosting through the center of the level to your opponent's nearest outpost. Take that outpost for yourself.



Another way to hit home on your opponent is to Boost down either

of the two side passages (Map Location #5). You're waylayed by four sheets of ice on the way, so it's a longer route. Clear the ice away, then use hit-and-run tactics by Boosting to an enemy base, taking out an outpost, and fleeing!



You don't have to enter the middle section's hillside alcoves to take the power-ups—you can Boost from your base's hillside alcove along the top ridge of the side passageway, strafe upward and steer onto the alcove. From here, you can launch a surprise ambush in the middle section.



You can either build a huge unit force and charge, or Boost in and blast your opponent before your foe's build-up commences. The attacker is usually left in a worse position after a large-scale battle, so take outposts and hold them if possible. Finally, try sneaking down a side passageway with a unit platoon to surprise a foe while your friend guards the base.



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Arena #13: Thule Moon (Academy)





Waves of enemy troops arrive for destruction. You must fight back the best you can, conserving health and ammunition until you need it. Eventually you succumb to overwhelming odds.

This strategy helps you survive an impressive number of waves. We later show the point values for each enemy (use this with human players so you destroy higher-value foes) and the types of enemies faced in the various player modes.



The simple arena has four enemy factories, one in each wall, and a central arena. In the southeast factory, use your radar to determine from where the threat is coming, and check the available terrain—there's a smooth rock to hide in front of, on top of, or behind (Map Location #1).





The southwest factory has no nearby major cover, but it does offer the widest viewpoint if you hide inside the factory doors (Map Location #2). Blast enemies as they appear in front of you. They won't retaliate because they always move to the middle of the arena (Map Location #3) before turning around.



In addition, destroy enemies from the other factories by zooming in. Some just sit there and take it without moving. The factory doors provide cover and can trap certain enemies (the Corporate Alliance and hailfire droids) if you move out, let the enemies pass into the doorways, then blast them as they try to turn around.





The northwest hillside factory is farther away from the action, meaning you can bombard enemies coming down the hill before they reach your firing range. Additionally, you can hide up here (Map Location #4), using the buttress rocks leading to the arena as cover.



The final factory has some jutting cover around the sides, but stay away from enemies in this area because the space is a little narrow. Instead, use the large rock near the area center as cover, moving around it to get behind most enemies and then firing on them.



A hidden area in the east alcove is accessible via a Boost up and through the opening (Map Location #5). You land in a covered cavern with a superblaster power-up. This affords you cover similar to the factory entrances, although you can get swamped. Blasting GATs with missiles from this location is satisfying, though.



Remember that during the Academy match, you are rewarded with bonus coins after every three waves, and sometimes during a match. After 20 waves, you receive more impressive coins that do not move (the flipping coin bonus). Also, extra ammo and health is deposited in the central area after every three waves.



Jedi Academy—Thule Moon: Enemy Point Values

Enemy Type Po	oint Value
STAP	10
GAT	25
AAT	40
HAG TO THE TOTAL PROPERTY OF THE PARTY OF TH	45
Hailfire droid	30
Corporate Alliance droid	50
Homing spider droid	60
Sith Enforcer	/ 100 · /
Protodeka	175
Dreadnought	1 250 militar

Jedi Academy—Thule Moon: One Player

Jeui Aldu	emy—mule Moon: one Plager
Wave #	Enemy Troops
1	8x STAPs, 1x GAT
2	6x STAPs, 4x GATs
3	2x STAPs, 7x GATs
Bonus 1	2x 40 pt coins, 18x 25 pt coins
4	10x STAPs, 5x GATs
5	12x AATs, 4x GATs, 6x STAPs
6	3x GATs, 12x AATs, 5x STAPs
Bonus 2	2x 60 pt coins, 8x 40 pt coins, 10x 25 pt coins
7	6x hailfire droids, 2x STAPs, 3x Corporate Alliance droids, 1x GAT
8	10x hailfire droids, 8x STAPs, 7x Corporate Alliance droids, 2x GATs, 2x AATs
9	4x hailfire droids, 20x STAPs
Bonus 3	10x 25 pt coins, 8x 40 pt coins, 2x 60 pt coins
10	2x STAPs, 6x GATs, 8x homing spider droids
11	12x GATs, 12x STAPs
12	19x hailfire droids
Bonus 4	7x 60 pt coins, 6x 40 pt coins, 7x 25 pt coins
13	4x HAGs, 20x Corporate Alliance droids
14	4x hailfire droids, 8x AATs, 8x STAPs, 4x homing spider droids
15	5x STAPs, 19x homing spider droids
Final bonus	7x 40 pt coins, 2x 60 pt coins, 3x 100 pt coins, 8x 25 pt coins
16	23x STAPs, 2x hailfire droids, 2x Sith Enforcers
17	9x HAGs, 4x STAPs, 3x AATs, 2x hailfire droids, 1x homing spider droid, 1x Corporate Alliance droid, 1x Sith Enforcer
18	17x STAPs, 4x hailfire droids, 2x Sith Enforcers
19	12x STAPs, 4x Hailfire droids, 1x Protedeka
20	14x STAPs, 4x homing spider droids, 2x hailfire droids, 1x Sith Enforcer, 1x <i>Dreadnought</i>
Reward flipping bonus	1x 500 pt coins, 5x 100 pt coins, 8x 60 pt coins, 8x 40 pt coins, 8x 25 pt coins
21+	(Waves begin again from Wave 1)



The continuing bombardment of the core ship by MAC lasers eventually pays dividends. The massive Separatist troop carrier falls from the sky, creating a massive explosion.

Jedi Academy—Thule Moon: Two Players

	Wave #	16x STAPs, 2x GATs
		12x STAPs, 8x GATs
	2.	
	3	4x STAPs, 14x GATs, then Duel
	4	20x STAPs, 10x GATs
	5	12x AATs, 12x GATs, 13x STAPs
	6	8x GATs, 16x AATs, 12x STAPs, then Duel
	7	5x hailfire droids, 4x STAPs, 12x Corporate Alliance droids
	8	20x Hailfire droids, 8x STAPs, 12x Corporate Alliance droids, 4x GATs, 4x AATs
	9	4x hailfire droids, 7x STAPs, 9x homing spider droids, 6x GATs, then Duel
	10	11x STAPs, 6x GATs, 9x homing spider droids, 5x HAGs
	11 10 100	24x GATs, 22x STAPs
	12	28x hailfire droids, 22x AATs, then Duel
	13	22x HAGs, 28x GATs
	14 175 72 18	11x STAPs, 20x Corporate Alliance droids
	15	22x GATs, 28x homing spider droids, then Duel
	16 hazaki h	36x STAPs, 8x hailfire droids, 4x Sith Enforcers
	17	12x HAGs, 4x STAPs, 3x AATs, 2x hailfire droids, 2x Sith Enforcers
	18	17x STAPs, 4x hailfire droids, 3x Sith Enforcers
merce of the same	19	12x STAPs, 4x hailfire droids, 2x Sith Enforcers, 1x Protedeka
	20	10x STAPs, 4x homing spider droids, 2x hailfire droids, 2x Sith Enforcers, 1x <i>Dreadnought</i>
	Reward flipping bonus	1x 500 pt coins, 8x 100 pt coins, 7x 60 pt coins, 7x 40 pt coins, 7x 25 pt coins
No.	21+ 475	(Waves begin again from Wave 1)



Jedi Academy—Thule Moon: Three-Four Players

Wave #	Enemy Troops
1 1 1 1	12x STAPs, 20x GATs
2 5 7 7 7 7 7 7	20x STAPs, 20x GATs
3	8x STAPs, 20x GATs, 12x AATs, then Duel
4	16x AATs, 20x GATs, 4x STAPs
5	20x hailfire droids, 8x AATs, 12x GATs
6	6x HAGs, 9x GATs, 11x AATs, 7x Corporate Alliance droids, then Duel
7	14x HAGs, 1x GAT, 3x AATs, 17x Corporate Alliance droids
8	6x HAGs, 8x hailfire droids, 18x STAPs, 7x homing spider droids
9 1 4 1	4x hailfire droids, 7x STAPs, 11x homing spider droids, 6x GATs, then Duel
10	7x STAPs, 7x homing spider droids, 14x HAGs, 3x hailfire droids
11	24x GATs, 30x STAPs
12	12x STAPs, 10x homing spider droids, 3x hailfire droids, 6x HAGs, then Duel
13	22x AATs, 28x hailfire droids

14 14	22x STAPs, 21x Corporate Alliance droids, 1x Sith Enforcers
15	22x GATs, 28x homing spider droids, 1x Sith Enforcer, then Duel
16	36x STAPs, 8x hailfire droids, 4x Sith Enforcers
17	6x HAGs, 4x STAPs, 15x homing spider droids, 2x hailfire droids
18	17x STAPs, 4x hailfire droids, 3x Sith Enforcers, then Duel
19	12x STAPs, 4x hailfire droids, 4x Sith Enforcers, 1x Protodeka
20	10x STAPs, 4x homing spider droids, 2x hailfire droids, 4x Sith Enforcers, 1x Dreadnought
Reward flipping bonus	1x 500 pt coins, 8x 100 pt coins, 7x 60 pt coins, 7x 40 pt coins, 7x 25 pt coins
21+ (** **)	(Waves begin again from Wave 1)

Arena #14: Geonosis (Academy)





This map recreates the film's battle sequence where Mace Windu helps Queen Amidala, Obi-Wan, and Anakin out of a sticky predicament. It has all the madness-inducing lightsaber action of the movie without Jango Fett's head bouncing around the sand.

Map Location
Display Guide
Location
Vumber: Bestriotion

1 Three sacrificial
columns
Arena entrance
Arena entrance
Arena entrance

The plan is simple—arm yourself with the Jedi's weapon of choice and hack your way through waves of four different enemy types. After the pertinent areas of the battle are mentioned, the points of each enemy are shown. Those in the know can choose higher point foes than their colleagues. Finally, there's a list of exactly what you'll be attacking.



This map is unlocked as a bonus.





You have 10 characters to choose from in this battle, most unlocked via a cheat code. Of these characters, half use lightsabers and the others use blasters. Mixing blaster-wielding characters with Jedi creates a different type of fight. Mix and match to see what you prefer.



Check the arena out in detail; there's a number of sacrificial posts dotted about (Map Location #1). These afford minimal cover, but they can shield you from attacks from behind, allowing you to blast enemies attacking from the front without worrying about being wounded in the back.



Four entrances are spaced equally apart (Map Locations #2, #3, #4, #5). Enemies charge in from here. Cunning Jedi attempt to learn from which entrance the enemies are coming; they then move there and slice them apart as they run forward. Enemies tend to run toward the arena middle before they home in on you.



Extra health is awarded every three levels or so, as is a duel in 2–4 player modes. Don't sacrifice the ability to reach later levels by snagging health during this duel! Once over, the player who defeats all other human opponents is awarded health before the next round. Slain opponents are brought back to life.



Use the Force! Jedi can throw their lightsabers and use the Force push in addition to using the lightsaber for close combat. Players with guns can fire them and run faster. It pays to have the Force running through you!



The clone troopers on the gun turnet of an AT-TE pause momentarily to check their trajectory as they continue to tear apart the remaining core ships. The battle is almost overl



Once into the proceedings, certain characters (such as Queen Amidala and a trio of clone troopers) arrive to add fire support. You can help these friendly troops out, but your safety is paramount.



By now you should know how to deal with the four enemy types:
Use the Force push on drones, battle droids, and dwarf spider droids; demolish super battle droids at close quarters. Throwing the lightsaber becomes foolhardy as the enemies increase, because it leaves you open to attack. Fight back to back, from the middle of the arena, to secure an impressive score with friends!

Jedi Academy—Geonosis: Enemy Point Values

Enemy Type	Point Value		
Battle droid	10		
Geonosian drone	# 4 M 1		
Super battle droid	15		
Dwarf spider droid	25	A STATE OF THE STA	
			Commence of the second
			A PARTIE AND A PAR
		1	
		THE WEST	
	FIRE STATE		
C. P. S.			
			AND DESCRIPTION OF THE PERSON
		orimagames.com	

STAR WARS CLONE WARS

Jedi Academy—Geonosis: One Player

Wave #	Enemy Troops
1	32x Geonosian drones
2 10 101	32x Geonosian drones
3	32x Geonosian drones
4	16x battle droids, 16x Geonosian drones
5	32x battle droids
6 33228	32x battle droids
7	32x battle droids
8	24x super battle droids, 8x battle droids
9	16x super battle droids, 16x battle droids
10	16x Geonosian drones, 8x super battle droids, 8x battle droids
11	9x Geonosian drones, 15x super battle droids, 8x battle droids
12	32x super battle droids
13	32x super battle droids
14.	22x super battle droids, 9x battle droids
15	28x dwarf spider droids
16 5 5	24x super battle droids, 8x battle droids
17	23x super battle droids, 8x battle droids, 1x dwarf spider droid
18	22x super battle droids, 8x battle droids, 3x dwarf spider droid
19	22x super battle droids, 8x battle droids, 2x dwarf spider droids
20	19x super battle droids, 8x battle droids, 5x dwarf spider droids
21+	(Waves begin again from Wave 1)

Jedi Academy—Geonosis: Two Players

Wave #	Enemy Troops
1	32x Geonosian drones
12	32x Geonosian drones
3	32x Geonosian drones, then Duel
A	16x battle droids, 16x Geonosian drones
5	8x Geonosian drones, 28x battle droids
6	32x battle droids, then Duel
7	32x battle droids
8	32x battle droids
9	32x battle droids, then Duel
10	32x super battle droids
11	18x Geonosian drones, 15x super battle droids, 8x battle droids
12	9x Geonosian drones, 15x super battle droids, 8x battle droids, then Duel
13	9x Geonosian drones, 15x super battle droids, 8x battle droids



The battle on Geonosis is finished, but the war is far from over. Thousands of clone troopers file into the cargo bays of the assault ships, ready for the next battle.

Jedi	Academy—Geonosis:	Two	Players	(cont'd)
14	32x super battle droids			

14	32x super battle droids
15	28x dwarf spider droids, then Duel
16	12x dwarf spider droids, 20x battle droids
17 17.2	20x super battle droids, 12x dwarf spider droids
18	20x super battle droids, 12x dwarf spider droids, then Duel
19	20x super battle droids, 12x dwarf spider droids
20	32x super battle droids
21+	(Waves begin again from Wave 1)

Jedi Academy—Geonosis: Three-Four Players

Wave #	Enemy Troops
1	32x Geonosian drones
2	32x Geonosian drones
3	32x Geonosian drones, then Duel
4	32x battle droids
5	32x battle droids
6 , 3 8	32x battle droids, then Duel
7	25x battle droids, 7x super battle droids
8	32x super battle droids
9	28 super battle droids, 3x dwarf spider droids, then Duel
10	28x dwarf spider droids
11	30 super battle droids, 4x dwarf spider droids
12	16x super battle droids, 8x battle droids, 8x dwarf spider droids, then Duel
13	32x super battle droids
14	8x super battle droids, 8x battle droids, 16x Geonosian drones
15	8x super battle droids, 8x battle droids, 9x Geonosian drones, then Duel
16	32x super battle droids
17	16x super battle droids, 8x battle droids, 9x Geonosian drones
18	16x super battle droids, 8x battle droids, 9x Geonosian drones, then Duel
19	32x super battle droids
20	32x super battle droids
21+	(Waves begin again from Wave 1)

The Force Behind Star Wars®: The Clone Wars™: 20 Questions for Pandemic Studios

Twenty Questions for the Force Behind *Star Wars*: The Clone Wars

Still reeling from the cavalcade of information Pandemic Studios granted viewers in the game's secret behind-the-scenes vignette, we checked in with director Greg Borrud about the creation of this epic title.

What's two years of working on a game like? Why was Chewbacca originally cast in the role of Wookiee rebel? And how can I listen to the Yub Yub Ewok song in the comfort of my gaming room? These and other important questions are expertly answered in the following interview.

Question: After the success of Rogue Leader, and the *Episode II* franchise, when did you decide on an action title with similar accoutrements? Take us through the inception of this title. Take us through the process used to create the game, and the *Star Wars* games it was influenced by.

Answer. We started working on *Star Wars*: The Clone Wars about two years ago. It was a little more than a year and a half before the movie was to release, and the info about the movie was just starting to get finalized. As we talked through the story of *Episode II* with the folks at Lucas, it became apparent that the ending battle scene was going to be epic.

We knew that this would be a moment that we would want to recreate—and out of that the ideas of what the game should be arose.

The vision we settled on was the idea of putting you right in the middle of the battle. You would get the chance to play the parts of Anakin Skywalker, Obi-Wan Kenobi, and Mace Windu as the Clone Wars begin on Geonosis, and carry them through some of the first battles of this epic conflict.

For us, as designers and *Star Wars* fanatics, this was a chance of a lifetime—not only to create a game set in this time frame, but to also contribute to the overall story of the *Star Wars* Universe.

We began production by designing the game on paper. At the same time, the programming team was beginning to get our technology in shape to handle battles of this magnitude. Once the preproduction was completed, we began building the game, and it has evolved ever since.

The *Star Wars* games that have influenced us the most would have to be Rogue Leader as well as Starfighter to a certain extent. We felt that both games did a very good job with vehicle combat, and they also were great at making you feel like you were "playing the movie." That was something that was very important to us, to give the player the feeling of actually being a part of these epic conflicts. The combination of the units, the terrain, the lighting, and the music from *Episode II* all lead to creating this illusion.



Q: How large was the staff on this project? Did it include any others from the previous LucasArts games? What are some of the credentials of the staff working on this game?

A: The core team was about 15 people, and the team grew to in excess of 60 to 70 at different points during the project. Most of the staff was working at Pandemic Studios. In addition, we had two external art houses contributing high-res movies and some character art to the game. The remaining team members are at LucasArts, and they included a number of production staff members as well as the test teams.

Most of the staff came from teams that had been working on Dark Reign 2 and Battlezone II for Activision. In addition, team members were added that had worked on many console and PC titles for a number of different companies.

Q: What excited you most about the prospect of developing a game where the most powerful Jedi were in the player's control?

A: Well ... exactly that. We were making a game where the most powerful Jedi are under the player's control. How cool is that? We had the opportunity to create a game centered on the key players in one of the key moments of one of the greatest stories ever told. It's enough to make any game designer weep with joy!

But after the joy of the opportunity wore off, we knew we had to do justice to this story. I'd have to say we are most proud of the feeling you get when you are in the middle of a big battle. The intensity is all around you and at



Front row (left to right):

Chris Hunt, Jack Davis, Katy Hargrove, Nathan Mates, Dax Berg, Chris Fandrich, Chris Grim.

Second row:

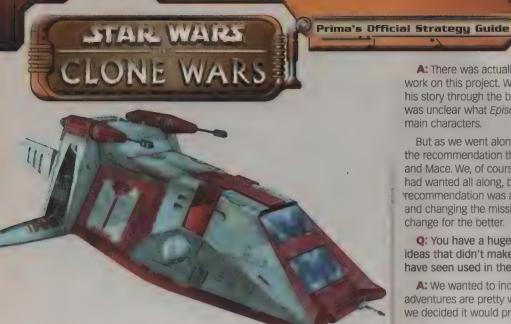
Chris McGee, Joon Choi, Ken Miller, Robert Lo. Sean Soucy, Wallace Huang, David Givone, John Northan, Dan Andersson, Jason Shum,

Third row:

Chris Arden, David Griffiths, Chris Baker, Eric Gewirtz, David Baker, Greg Borrud, Jens Andersen.







times it is almost a bit overwhelming. And we are also very proud of the sheer variety in the game. You get to play a Jedi, ride a speederbike through forests, pilot fighter tanks in massive battles, fly a gunship while transporting troops around the battlefield, ride a creature, and more. Just when you get used to one type of unit, we throw you something new to play with to keep the game fresh and exciting.

Q: What were some of the guidelines that you used to ensure that this game tied in with *Episode II*? How closely did you work with LucasFilms? What bits and pieces are in the game that appear in the movie?

A: We had constant assistance and supervision from LucasFilms and specifically Lucas Licensing. All throughout the production, they would send us any new info they could about the movie, and we would constantly send them updates about the game. It was very important that we remain true to the *Star Wars* Universe. They also suggested adding in many key moments that would tie it in even more. That's where ideas such as using Kashyyyk and including Ulic Qel-Droma into the game came from.

We are now seeing things we have created showing up in other material in the *Star Wars* Universe. For example, Cydon Prax and the planet Raxus Prime were two of our additions, and they have recently shown up in a book about Boba Fett.

It was also very important to us to recreate that last battle scene from the movie as best as we could. So there are certain units, camera angles, music, etc., that are directly from that final scene. The more we can make the game look like the movie, the more we feel we have succeeded.

Q: How long did this project take to complete, and what were the single most difficult and pleasing aspects of it?

A: The project took us about two years to complete. The most difficult aspect would have to be tying all of the different types of units and gameplay into an easy and intuitive flow for the players. We wanted the variety, but we didn't want it to be too much, where it would overwhelm the player.

We are probably most pleased with some of the things we have done with multiplayer. We had a great time coming up with the different gameplay ideas and working on testing and balancing them. I'm hoping there are a lot of gamers out there who will give multiplayer a chance. I think they are really going to enjoy it.

Q: Were there elements of the game that could not be placed into the final product? If so, what were these elements—enemies, levels, characters, etc.? Were these ideas not implemented because of time or hardware constraints?

A: There was actually a completely different story line when we began work on this project. We created a new Jedi Knight, Zeru Asani, and followed his story through the battles of the Clone Wars. We did this initially because it was unclear what *Episode III* was going to be and what would happen to the main characters.

...

But as we went along working on the game, Lucas Licensing actually made the recommendation that we change the game to be about Anakin, Obi Wan, and Mace. We, of course, were more than happy to oblige! This is what we had wanted all along, but we were afraid that we wouldn't be allowed to. The recommendation was a very good one and we went about rewriting the story and changing the missions to make this new direction work. It was definitely a change for the better.

Q: You have a huge universe to grab ideas from. What were some of the ideas that didn't make it, and why? What characters would you like to have seen used in the game that didn't make it?

A: We wanted to include Chewbacca in the story, but a lot of his time and adventures are pretty well documented in other books from the Universe, so we decided it would probably be best not to include him.

Q: What is your favorite character or enemy or craft in the game, and why?

A: Probably the Republic fighter tank. I have a great time playing with this vehicle. It just feels right. I really like the controls, especially the strafing ability, and the missiles are very effective.

Q: What games were you influenced by in the creation of this title?

A: Rogue Leader and Starfighter, as I've mentioned. We also looked a lot at other vehicle combat games like Twisted Metal and Smuggler's Run. We also took influences from ATV Offroad and FutureCop.

Q: Please take us through an average day at work—8:30, wake up from floor, turn on computer, render level, have tea, eat pizza, sob hysterically, sleep, tweak UI, yell incoherently, go home....

A: Yeah, it's something like that. Basically, people turn up at work somewhere between 8 a.m. and 10 a.m. Of course when you get in, you inevitably find the remains of someone's late night from the previous evening. This is usually empty pizza boxes or cans of Red Bull, and sometimes just a body sleeping on top of a keyboard.

The day usually varies from there, depending on what stage of the project we are in. People always have tasks that were assigned to them, so most people go about working on those. We have meetings every once in a while to hammer out any issues that come up, but we try to keep those to a minimum.

Sometime during the day we run out and grab some lunch and then it's back to work. We often order dinner in at night. This is often a good time to catch up with any problems people are having or brainstorm new ideas. It's then back to work until people just can't take it anymore. We go home, get up, and go to it again.





20 Questions for Pandemic Studios



Q: Is there likely to be another game after this one using this game engine or story line? And will this game appear on any other platforms other than PlayStation 2 and GameCube? If so, what differences are there likely to be? What differences are there between the PlayStation 2 and GameCube builds?

A: There are plans to continue working with this engine and expanding upon what we have already done, but unfortunately I can't talk about what these are yet. Suffice it to say that we have some pretty exciting stuff planned for the future.

There are no substantial differences between the PS2 and the GameCube version aside from the fact that GameCube allows for four players in multiplayer and PS2 only allows for two.

O: Which of the bosses in the game are your favorites, and what bosses from the Star Wars Universe would you like to fight?

A: I love fighting against the Protodeka and also the Dark Acolytes. They are always very challenging and entertaining.

I would love to fight against that worm that was in the asteroid in Empire Strikes Back [The Space Slug]. We actually talked about trying to get that guy into our Thule Moon level, but it was one of those situations where there just wasn't time.

Q: Combat takes place on land and in the air. Which of these types of environments were most difficult to create, and why? Does the team have a favorite level?

A: Land and air both have things that make them easy to create and their difficulties. I guess land-based missions are more difficult because the amount of detail you have to put into those levels is so much higher. I can drive right up to something and stare at it, whereas in the gunship, I am constantly moving and never get too close to one object where I need that kind of detail.

As far as favorite level, I would be willing to bet that each designer has a different favorite level and usually it would be one of the ones they had created. Personally, I enjoy playing the third Geonosis level [The Battle of Geonosis] because this is the one that is directly out of the movie.

Q: What music was used in the creation of the game, and were any original pieces commissioned? What movies would we have heard these pieces in?

A: The music is all right from John Williams and has appeared in all the five movies to date. We tended to use more Episode II music, but there are certain Star Wars themes you can't help but use.

O: Has the latest hardware enabled you to create levels without having to worry about draw-in distances, numbers of enemies, and how detailed everything is, or is this still a problem? Give us some specific examples.

A: You still have to worry about these things, just less so than in older hardware. We still want to do more than the machines can handle, and we have to do a lot of tricks to make sure the game can run on the console. The best example would be the largest battles in the game. We have hundreds of units running around and fighting, but if we had our way, it would be thousands!

O: What are the main team members' favorite movies, food, TV programs, music, and video games?

A: Wow—you name it! We have a very diverse team with very diverse interests. We have members of our team from all around the world, including England, Sweden, Morocco, Australia, and other countries. All have their own tastes. It's actually been a fun project in that regard, because we have been exposed to so many new things.

Pizza was probably the most ordered food for the team, but pasta night was probably the most popular. Chinese and barbecue ribs were probably the other popular choices.

As far as music is concerned, I think we cover all bases. We have a big punk rock/alt rock contingency who love everything from Green Day and Sex Pistols to the Strokes, Hives, and Vines. We also have a more mellow Brit Rock group that seems to tend toward groups like Coldplay, Starsailer, Radiohead, and anything '80s New Wave.

And finally, we have the guys who don't know what a live band is like, because they only see DJs. Paul Oakenfold, DJ Shadow, and so forth. As you can see, a very diverse crowd.

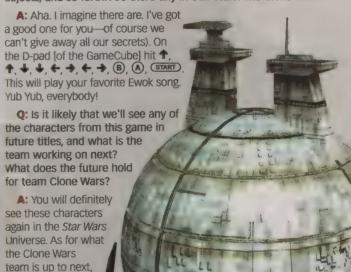
O: If you had to create this game again, what would you do differently?

A: I'd like to see the movie earlier so we could build in even more elements from it. Although we were seeing parts of the movie all the way through the production, we never got to see the entire movie until close to its release date. We did see relevant bits and pieces but not the whole thing.

Q: Has George Lucas seen this product, and has he made any remarks about it?

A: George has seen different treatments of the design in the early stages and gave his thumbs up on the project. Since then, I do not know if he has seen it. But I hope when he does he likes it!

Q: Certain previous LucasArts games have had a smattering of Easter eggs in them-scenery spelling the developer's initials, hidden cool objects, and so forth. Are there any in Star Wars: The Clone Wars?



team is up to next, stay tuned. We've just started working on our next project, and it's going to be amazing!

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The Art of Star Wars: The Clone Wars

During the development of Star Wars®: The Clone Wars™, many concept drawings were sketched and art pieces created.

The following pages show many of the impressive drawings, renderings, and doodles used as this game metamorphosed into the stunning creation you're playing now!



A strike force of AT-TEs, with cover support from Clone Trooper infantry. These forces are usually deployed as fire support.



Clone troopers advance under heavy support fire from gunships. This piece of art, and the film stills dotted throughout this guide. were taken directly from rendered CG cinemas in Episode II: Attack of the Clones.



Mace Windu and Luminara Anakin Skywalker and Obi- Anakin and Obi-Wan head Unduli descend to the surface of Geonosis.



Wan Kenobi descend to Rhen Var.



to the Raxus Prime's junkyard surface.



A gigantic Republic ship awakens a hive of gnasps.



A frantic dogfight above the surface of the Thule Moon.



A Republic strike force moves into Thule's atmosphere.



An impressive sketch of the Kashyyyk Moon's manu beast translates almost directly to the ingame model, with the addition of tail spines.



The Art of Star Wars: The Clone Wars

















During the Battle of Geonosis, the Intergalactic Bank Clan brought in the heavy artillery—the hailfire droids.





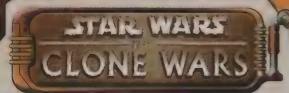




A dwarf spider droid leads a contingent of Separatist troops including battle droids and the larger homing spider droids.

The concept art for Cydon Prax didn't change in the final version, although the silver leg plates went and the body armor was lightened.





Jedi Mind Tricks: Game Bonuses and Secrets

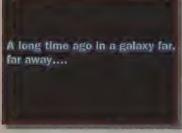
This is the area of the guide where bonus points are transmogrified into extra Multiplayer mode levels, behind-the-scenes vignettes, and other hidden treasures.

The game's secrets are split into three sections, each accessed via the Bonuses area of the Options menu. These are Movies, Bonus Materials,





The Movies section has space enough for nine movies. Some are already unlocked. Here is a list of the movies and how they are awarded.



Geonosis Intro: This is awarded after Mission 1 has been attempted.



Rhen Var Intro: This is awarded after Mission 4 has been attempted.



Raxus Prime Intro: This is awarded after Mission 5 has been attempted.



Kashuyuk Moon Intro: This is awarded after Mission 8 has been attempted.



Return to Rhen Var: This is awarded after Mission 11 has been attempted.



Thule Moon Intro: This is awarded after Mission 13 has been attempted.



Thule Finale: This is awarded after Mission 16 has been completed.



Preview for **Star Wars**®: Bounty Hunter™: This is available from the outset.



Preview for Star Wars®: Jedi Knight II: Outcast™: This is available from the outset.





Bonuses are awarded for successfully completing bonus objectives throughout the Campaign. Each mission has three bonus objectives, so the maximum number of bonuses available is 48.

Not all the bonus objectives need to be completed before all bonuses are unlocked.



Jedi Mind Tricks: Game Bonuses and Secrets



Raxus Duel: A new Multiplayer mode map is unlocked after you earn five bonus points.



Thule Moon Control Zone: A new Multiplayer map is unlocked after you earn 10 bonus points.



Geonosis Academy: A new Multiplayer map is unlocked after you earn 20 bonus points.



Rhen Var Conquest: A new Multiplayer map is unlocked after



Making of video: Produced by Game One, it's unlocked after you earn 30 bonus points.



you earn 15 bonus points.

Unit Viewer: This feature allows you to examine units from the game and is unlocked after you earn 25 bonus points.

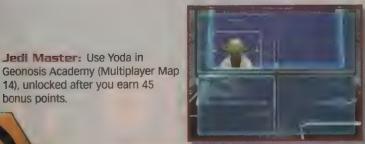


ED player: The game's soundtrack is unlocked after you earn 35 bonus points.

bonus points.



Sketch book: You can view concept art from the game in this bonus, unlocked after you earn 40 bonus points.



Codes

Some cheat codes can be inputted via the Options screen. Fifteen cheat codes are available, including 10 player characters in Geonosis Academy.

Each series of letters and numbers is different for the PlayStation 2 and GameCube. Below are a few of the codes. Want more? Head to www.lucasarts.com and start searching!

Unlock all Multiplayer missions



GameCube: fragfiesta PlayStation 2: jorg sacul

Grant player three bonus objectives



GameCube: yub yub PlayStation 2: gimme

Unlimited ammunition



GameEube: chosen1 PlayStation 2: superlaser



Unlock all cinemas



GameCube: cinema PlayStation 2: 12 parsecs

Team photos



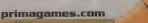
GameCube: saycheese PlayStation 2: jedicouncil Unlock battle droid in Geonosis Academu



GameCube: rogerroger PlayStation 2: tradefed

Yub Yub Ewok song

GameCube: On the D-pad, hit ↑, ↑, ↓, ↓, ←, →, ←, →, B, A, START





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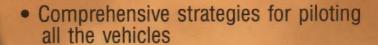
—Jedi Master Yoda



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- GIANT TECHNICAL POSTER of Republic fighter tank
- Team Interview!



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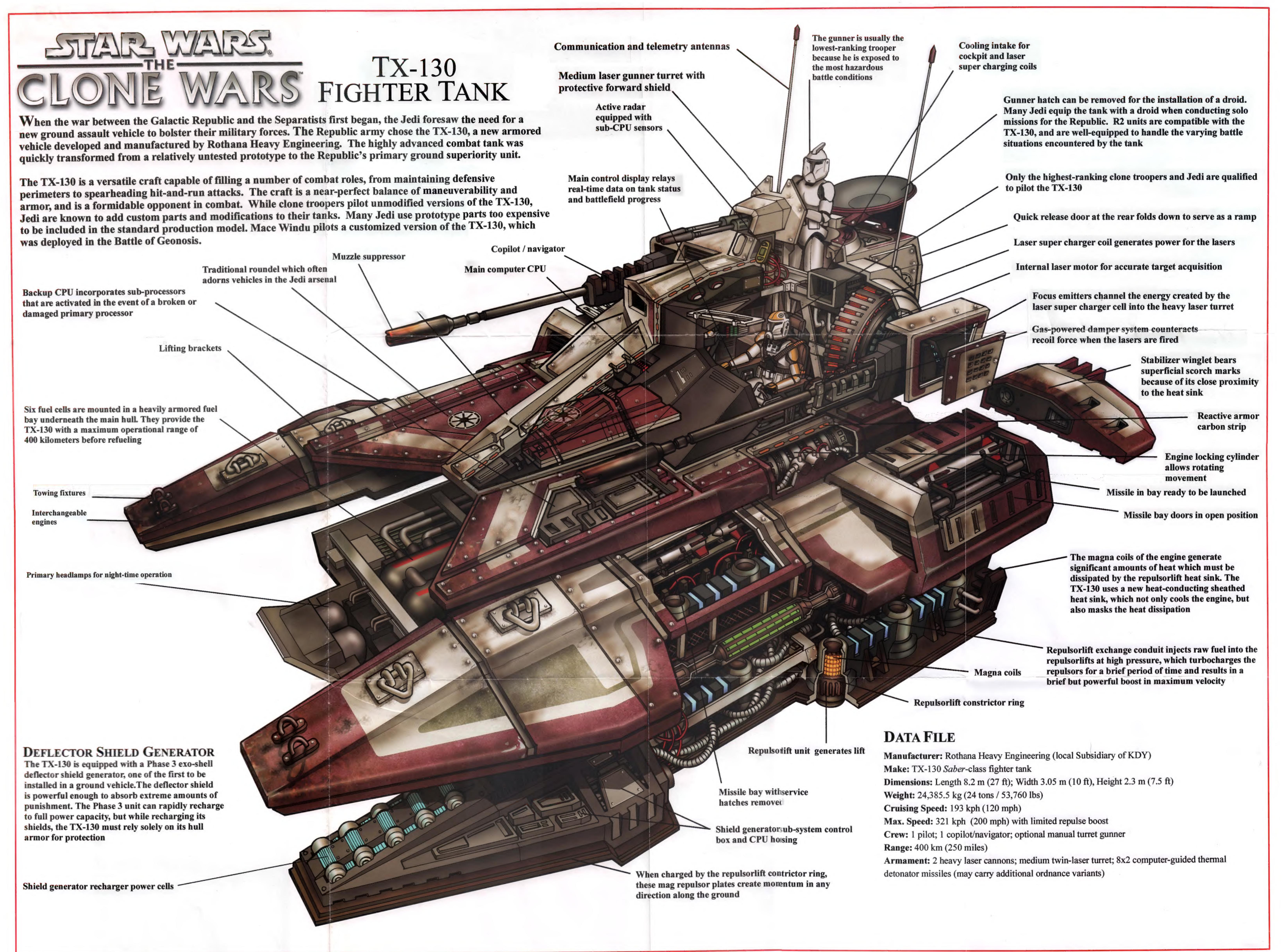
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Design concept inspired by Star Wars Incredible Cross Sections by DK Publishing





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